XBOX 360

OFFICIAL GAME GUIDE

Visit us online at primagames.com



Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
1-800-733-3000
www.primagames.com

Created by **Kaizen Media Group**

Producer: Howard Grossman

Author: Casey Loe

Designer/Compositor: Troy Silver

Additional Layout (Walkthrough Disc 1) : Bobbie Zane

Production Assistant: John Taylor

Japan Liaison: Nick Des Barres

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

Product Manager: Mario De Govia

Special Thanks:
Kensuke Tanaka, Kyoko Saito (Mistwalker), Akio Iyoku

Microsoft
Director of Business Development, New Media and Franchise Development Group: Sandy Ting

Special Thanks To:
Kevin Browne, Shiori Morad Hajati, Maiko Hata, Chris Hind, Miho Horiuchi, Atsushi Ishiguro, Allyn Iwane, Takayuki Kawasaki, Shane Kim, Hees Kyung, Jennifer Lorhammer, Carol Marshall, Yutaka Noma, Joji Sakaguchi, Lisa Sher, and Edward Ventura

Microsoft Game Studios Legal Team: Don McGowan, Maria Dellett, Sue Stickney, Elke Suber, and Andy VanArsdel

© 2007 BIRD STUDIO / MISTWALKER, INC. All rights reserved.
© 2007 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, Blue Dragon, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:
Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software.

Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-07615-5709-8
Library of Congress Catalog Card Number: 2007927556
Printed in the United States of America
07 08 09 10 LL 10 9 8 7 6 5 4 3 2 1

BLUE DRAGON™

PRIMA OFFICIAL GAME GUIDE



CONTENTS

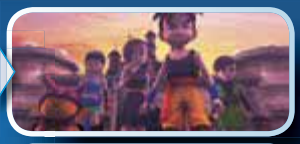
Characters pg. 4
Exploring pg. 10
Battle Basics pg. 14
Advanced Combat pg. 20
Character Growth pg. 24
Shadow Classes pg. 28
Spells pg. 37
Quests: Disc 1 pg. 42
Quests: Disc 2 pg. 108
Quests: Disc 3 pg. 100
Achievements pg. 232
Barriers pg. 240
Items pg. 244
Monsters pg. 260
Art Gallery pg. 293

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

INTRO
Game Basics

CONTENTS

Characters pg. 4



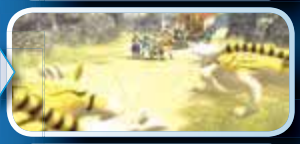
Exploring pg. 10



Battle Basics pg. 14



Advanced Combat pg. 20



Character Growth pg. 24



Shadow Classes pg. 28

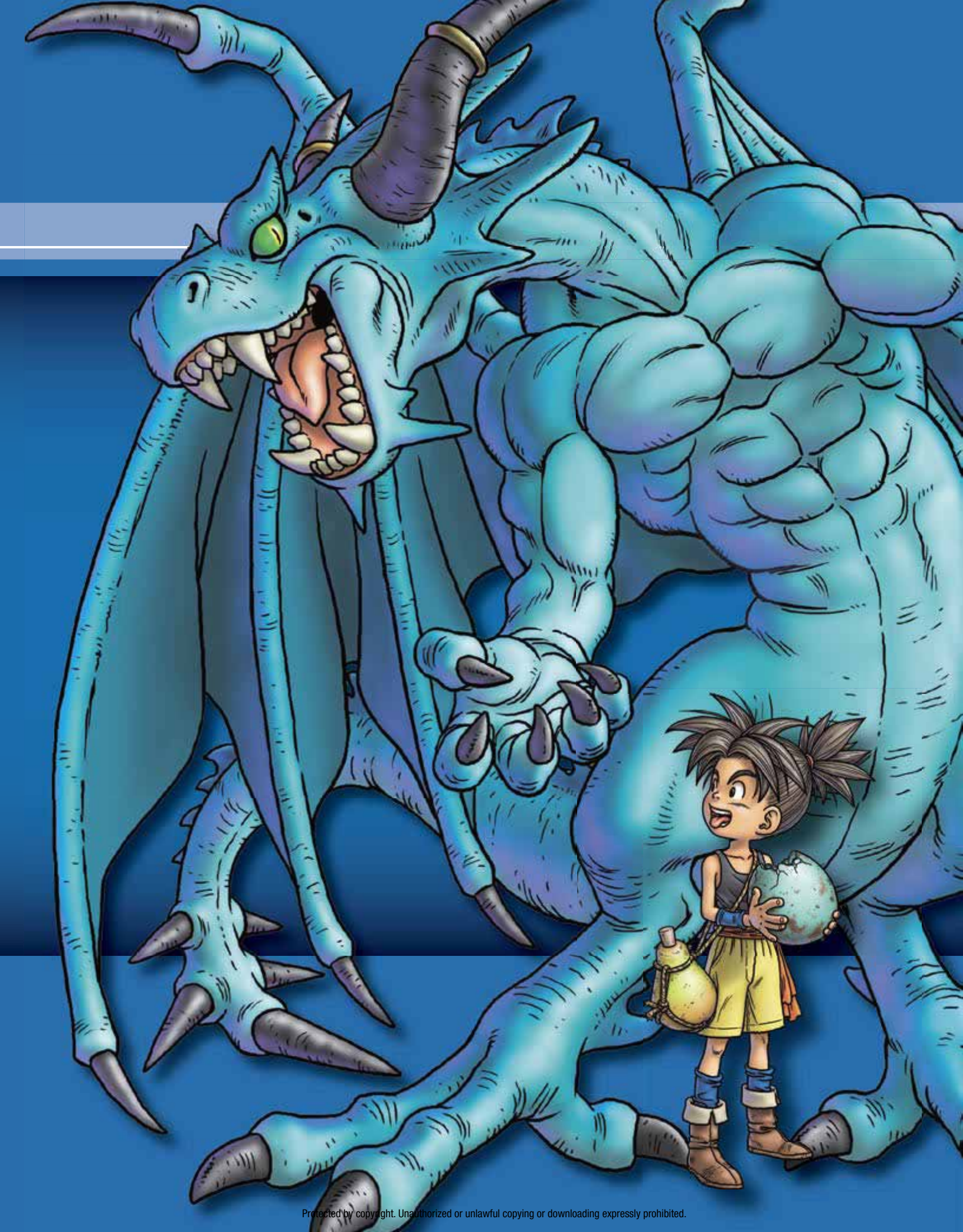


Spells pg. 37





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Characters

FRIENDS, FOES, AND VEHICLES



SHU

Shu lost both his parents many years ago, and now lives with his grandfather, Fushira. He prefers exploring ruins and tinkering in Fushira's workshop to studying. His brash and impetuous nature gets him into trouble as often as his strength, courage, and willpower get him out of it.

Shu's hearty constitution makes him an ideal front-row fighter, although he has enough MP to put up a respectable showing as a spellcaster.

STARTING CLASSES

Sword Master	Rank 3
Black Magic	Rank 1
White Magic	Rank 1

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
Shu
Kluke
Jiro
Marumaro
Zola
Nene
Deathroy
Szabo
Mechats
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

KLUKE

Kluke's parents were killed one year ago, but she bravely soldiered on, attempting to step into their role as Talta Village doctor as best she could. While she is unusually mature and self-reliant, the loss of her parents has left a deep scar that she is hesitant to show to her friends.

Kluke has a natural aptitude for magic and will make a fine spellcaster in any class of magic.

STARTING CLASSES

Sword Master	Rank 1
Black Magic	Rank 3
White Magic	Rank 1

JIRO

Jiro is Shu's best friend, but in every way his opposite. He has a keen analytical mind and prefers to assess each situation carefully before he acts, a trait that has left him unable to adequately express his feelings for Kluke. Jiro lives in Talta Village with his adoring parents, who help look after Shu and Kluke as well.

Jiro has the most natural MP of any party member, making him ideally suited for the Barrier Magic and White Magic classes.

STARTING CLASSES

Sword Master	Rank 1
Black Magic	Rank 1
White Magic	Rank 3

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



MARUMARO

Marumaro's constant energy and rapid mood swings make him an oddity even within his Devee tribe. But he will stop at nothing to protect his tribe and family, even if it means rushing headlong into a likely trap. Marumaro can be oblivious to the feelings of others, but when he makes a friend, it's a friend for life.

While other Devee excel at magic, Marumaro's high HP and low MP provide a strong incentive to pursue fighter classes instead.

STARTING CLASSES

Sword Master	Rank 3
Monk	Rank 10
Black Magic	Rank 3
White Magic	Rank 3

ZOLA

Zola was a mercenary before joining the Jibral Blademasters, where her powerful shadow made her unstoppable in battle and won her the devotion of King Jibral. Little is known about her past, and her steely face betrays no emotion, even when speaking with friends.

Zola has the highest natural Attack score of any party member, so it would be wise to continue her Assassin training early in the game.

STARTING CLASSES

Sword Master	Rank 6
Assassin	Rank 18
Black Magic	Rank 6
White Magic	Rank 6

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NENE

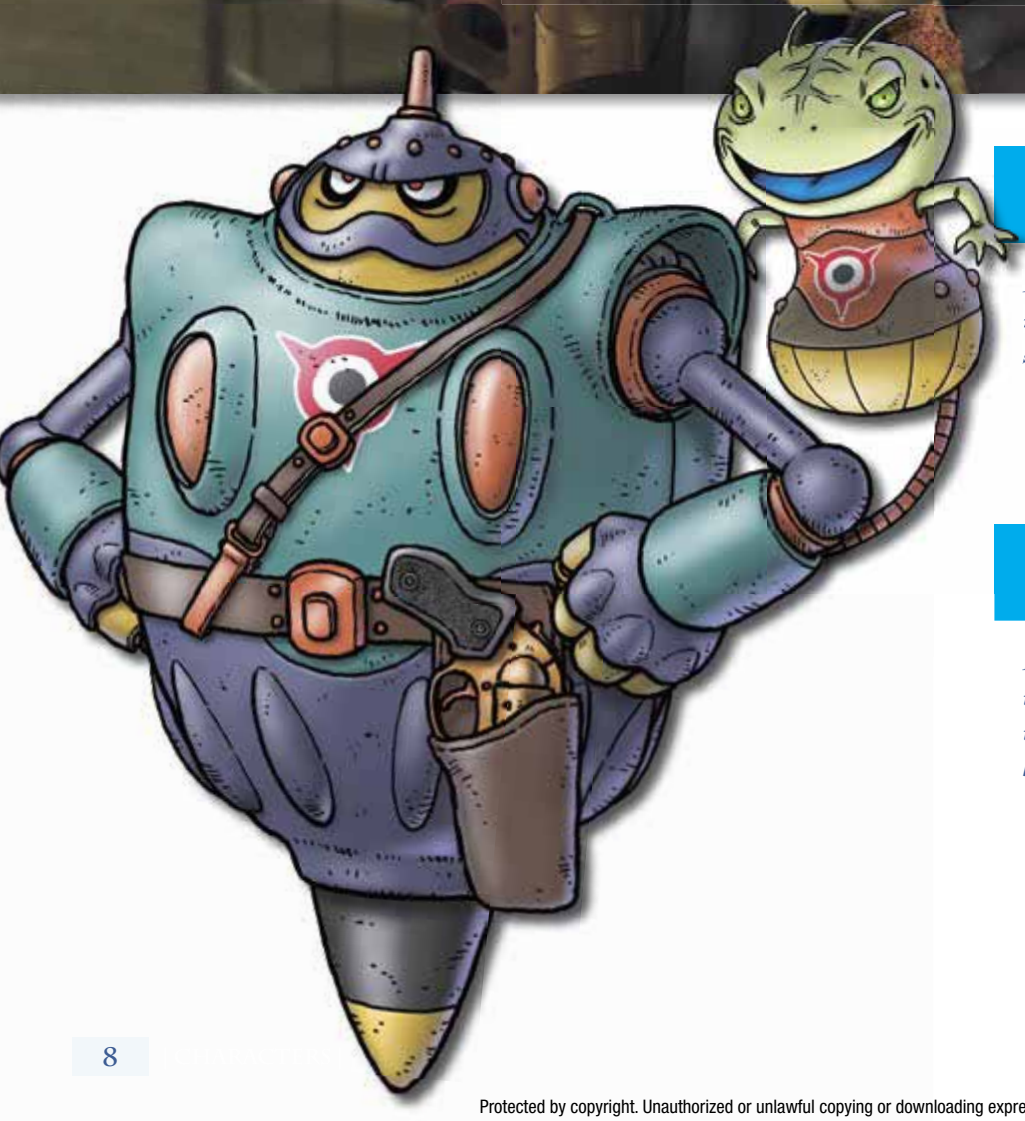
Virtually nothing is known about the elderly being who calls himself Nene. But his powerful shadow and his unlimited access to the technology of the past make him a force to be reckoned with.



CHARACTERS
Shu
Kluke
Jiro
Marumaro
Zola
Nene
Deathroy
Szabo
Mechats
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





DEATHROY

Nene's pet Deathroy does little but mimic his master's speech. But a malicious intelligence sparkles in those green eyes.

SZABO

Nene has complete control over the robot technology of the ancients, and has placed the loyal Szabo in charge of his mechanical brethren.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
Shu
Kluke
Jiro
Marumaro
Zola
Nene
Deathroy
Szabo
Mechats
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

MECHATS

The ancients excelled at aeronautics, and even their personal aircraft are swift and well-armed. A number of these Mechats have fallen into Nene's clutches, but they're so easy to pilot that even a novice can fly them with... limited success.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Exploring

THE WORLD OF BLUE DRAGON

The world of Blue Dragon is home to dozens of areas, hundreds of treasure chests, and literally thousands of hidden items. Players who choose to focus on following the story can skip most of the hidden loot and still do fine, but completists who insist on filling out their Encyclopedias will need to search everywhere and speak to everyone.

LESSON 1 SEARCHING FOR HIDDEN TREASURE

Each of the world's areas is packed with objects that can be searched with the A button to reveal gold, items, and even experience points and permanent stat boosts. These items are too numerous to list in this guide, but those who thoroughly search every nook and cranny of every game area will be well rewarded for their efforts. Note that you can search in any game area, but not the world map that connects them.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

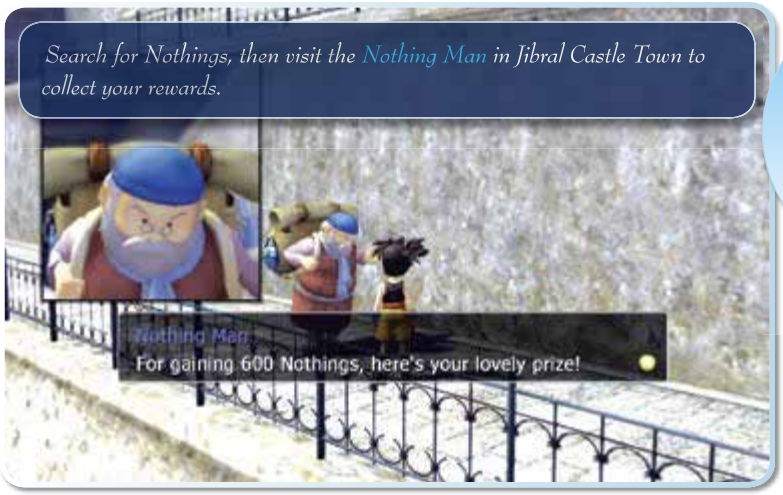


CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Don't be discouraged if your searches often turn up "Nothing." Nothings are something too—in fact, they may be the most important somethings of all. This isn't some zen riddle; a man in Jibral Castle Town collects the "Nothings" you find when you're searching objects and will offer you powerful accessories when you hit certain Nothing milestones.

REWARDS FOR NOTHINGS

Nothings	Rewards
50	Leather Belt
100	Stomach-Band
200	Acorn Shoes
400	Ballet Shoes
600	Champion's Belt
800	Belt of Hermes
1000	Shoes of Hermes
1200	Black Belt
1400	Lei
1800	Ribbon



LESSON 2 WARP DEVICES AND WARP KEYS



Early in your quest, you'll be given a set of Warp Keys that can be used to activate the Warp Devices that exist in most game areas. Once a Warp Device is active, you can warp to it at any time, from anywhere, by simply selecting "Warp" from the main menu and choosing its location. There are limits to when you can warp—some story events forbid you from teleporting away in the middle of a timed quest, for example. But in general, using the Warp command is a great way to cut out needless backtracking.

Whenever you activate a Warp Device, it will appear on the World Map as a silver diamond. When all 23 are active, you'll earn an achievement for your troubles.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LESSON 3 BREACHING THE COLORED BARRIERS

You'll encounter a variety of mysterious barriers that surround chests, doors, and other objects. No force on earth can smash through these barriers, and the devices that release them are extremely rare and difficult to find. But diligent players will ultimately find the five devices that unlock the barriers of the corresponding colors, allowing them to reach the great treasures within. In the walkthrough of this book, we note how many of each colored barrier lie within each area, so that when you find the appropriate device, you can warp back and open them all as quickly as possible. If you can open up all the barriers, you'll earn an achievement—see the Barrier section in the appendix of this guide for a full list.



LESSON 4 THE ENCYCLOPEDIA BLUE DRAGONICA

There's a lot of information to process in Blue Dragon. Fortunately, an in-game Encyclopedia can help you keep track of it all. Whenever you beat an enemy, learn a spell, or acquire an item, its entry will appear in your Encyclopedia. The information you'll find there can be quite useful. The strategy tips for each monster hint at elemental weaknesses and possible Monster Fight tactics, and the spell entries provide information on each spell's area of effect and the results of charging that spell, information that is not available in their basic descriptions.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

THE RECORD-COMPLETION ACHIEVEMENT

Completing the Monster and Item Records in your Encyclopedia will earn you two of the game's most challenging achievements (each is worth 25 gamer points). You'll find information on each monster and item's location in the Bestiary and Item appendices of this book. But don't think you can get to the end of the game and then go back to fill in the blanks—there are a handful of items and monsters that you only have a single chance to get earlier in the game. We'll highlight these opportunities in the walkthrough with the Blue Achievement icon (shown above) so you don't miss any of them. You can also find a list of the single-opportunity items and monsters in the Achievements section of this book.

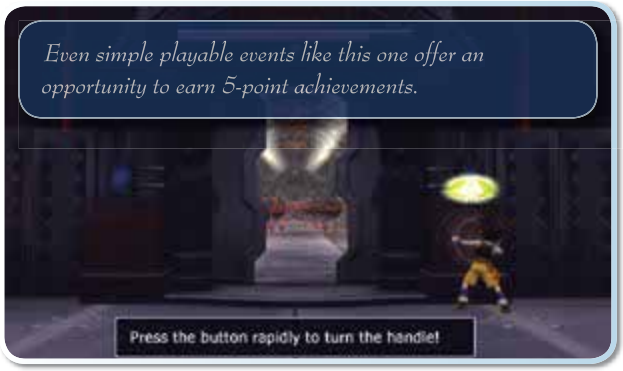


Don't miss your chance to get this item in Disc 1, because there's no way to go back for it.

LESSON 5 OTHER ACHIEVEMENTS

Blue Dragon offers achievements for completion of side quests, maxing out shadows and Shadow Classes, and other tasks that have been discussed above. But there are also several hidden achievements that are awarded only to players who perform perfectly on mini-games. Basically, anything that deviates from typical gameplay presents an opportunity to win an achievement, whether it's as complicated as escorting a wagon through a field of foes (an achievement is rewarded for ensuring it never gets hit) or as simple as mashing a button to close a door before a single enemy can slip through. It won't be easy to get them the first time through, so achievement seekers should save at every save point (there's always one before a mini-game) and keep those saved files so they can challenge the tasks as often as necessary.





Even simple playable events like this one offer an opportunity to earn 5-point achievements.


If you're hit even once in certain Mechat Shooting scenes, you can kiss a 30-point achievement goodbye.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

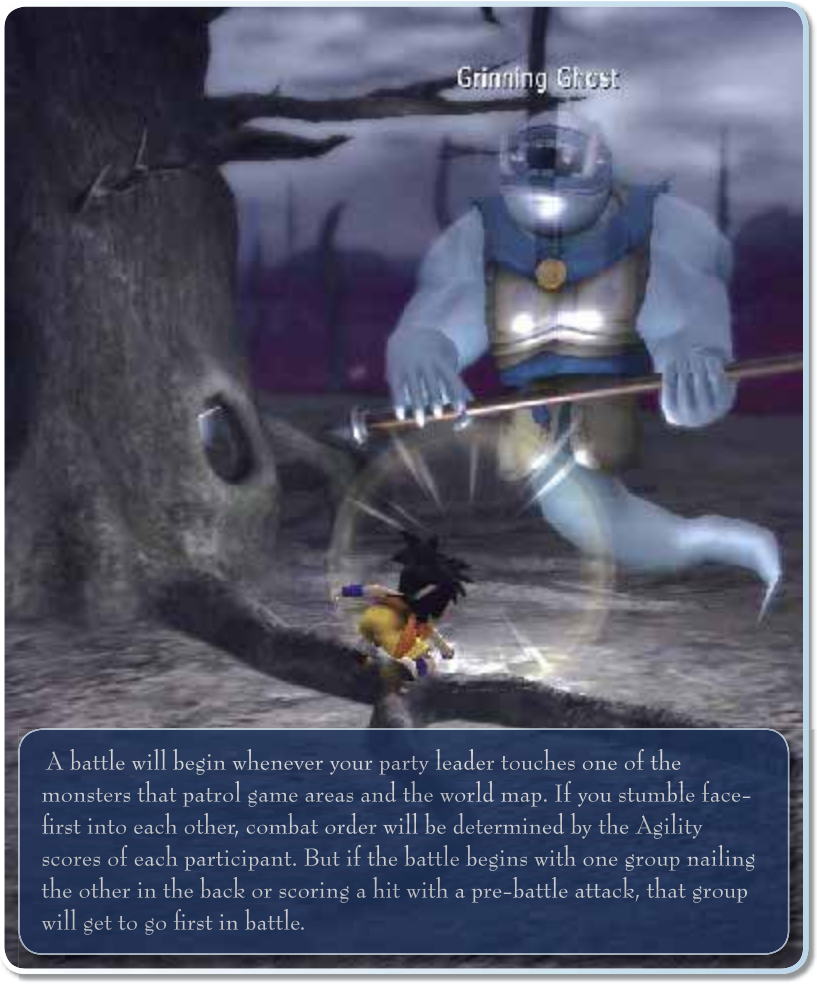


Battle Basics

ENGAGING THE ENEMY

In Blue Dragon, battles are often won or lost before the first spell is cast or the first punch is thrown. How you approach your foes is just as important as what you do when the battle begins—strike them from behind, soften them up with Field Skills, or play them off each other to give yourself a huge advantage in battle.

LESSON 1 GETTING THE JUMP ON YOUR FOES



A battle will begin whenever your party leader touches one of the monsters that patrol game areas and the world map. If you stumble face-first into each other, combat order will be determined by the Agility scores of each participant. But if the battle begins with one group nailing the other in the back or scoring a hit with a pre-battle attack, that group will get to go first in battle.

To get the jump on your foes, engage them in battle by maneuvering your party leader within a few body lengths of your target and pressing the X button to use a Dash attack. You can get an even better advantage if you use this move to hit them in the back, but sneaking behind them will require a bit of stealth on your part.



Keep in mind that the same rules apply to your foes, and they know it. Clever foes may strike at you from an even farther distance while you're setting up a Dash Attack, or burrow underground and leap at you from behind when you pass. Study each foe's movements outside of combat to learn what tricks they're capable of.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

LESSON 2 THE ENCOUNTER CIRCLE

Blundering into foes and striking them with Dash Attacks aren't the only ways to start a fight. After your party gets their shadows, you'll gain the ability to use the Encounter Circle. In any area where enemies can be found, press the right trigger to pause the game and expand a wide circle around your party. Any enemies within this circle will appear on a list on the right side of the screen, and you can then select the one you wish to battle. This is a good way to provoke a battle with a fast-moving or fleeing foe.

Picking out a single target is useful at times, but the "Fight All Enemies" option offers far more interesting possibilities. When you select this, you'll pull every enemy within the Encounter Circle into a single battle. Then, one of two things will happen:

MONSTER FIGHTS



All Monsters in Blue Dragon can agree on one thing: They hate you. However, they may hate each other even more, and when two rival monsters end up in a battle together, they'll ignore you and turn on each other. For example, Fat Rats eat Ancient Katydids, so if you can get both monsters inside your Encounter Circle and start a battle, the Fat Rats will consume the Katydids instead of attacking your party. Talk about a win-win!

Monster Fights are a great way to eliminate, or at least mitigate, two threats at the same time. To figure out which monsters will fight which other monsters, watch for monsters whose names appear in yellow text when you spread out your Encounter Circle. You can also get hints by reading their descriptions in your Encylopedia's Monster Record.



Not all Monster Fights involve monsters killing each other. When you introduce a Snow Wolf Ghost to a Flame Wolf Ghost, their elements will cancel each other out and both will be reduced to weaker Scavenger Wolf Ghosts.

AVOIDING DETECTION

The best way to engage a foe is to hit it from behind, but this won't always be easy. When a monster spots you, you'll hear "Detected," which means you've entered its field of vision. If you flee from its field of vision, you'll hear "Lost," and can attempt to sneak up on it again. You can make sneaking easier by using Field Skills like Stealth or items like Invisibility Elixirs.



However, your ability to sneak up on foes will be compromised whenever a party member has the Stink condition. Common ways to pick up a stink include eating garlic-based recovery items or searching something foul. Use Deodorant to wipe that stink away!



You can catch a stink simply by sticking your hands into something nasty. Frequent searchers should stock up on Deodorant.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Hermit Crab Poos and Broadsword Fish won't harm each other, but at the start of the Monster Fight the crabs will destroy the fish's armor, leaving it much more vulnerable to physical attacks.





CONSECUTIVE BATTLES

When you start a battle with multiple monsters that won't fight each other, you'll battle them one-at-a-time until all have been defeated. While consecutive battles deny you the opportunity to save or heal between fights, they do offer several advantages. After the first battle, you'll almost always get to go first against the subsequent enemy groups, making each the equivalent of a Back Attack. And after each battle, your party earns a Boost, which may temporarily boost a stat, restore your party's HP or MP, or provide some other benefit. Boosts are chosen at random, but the more consecutive battles you engage in, the better the options will be.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

LESSON 3 FIELD SKILLS

As you increase your rank in certain Shadow Classes, you'll learn Field Skills that can be used outside of combat to help you avoid battles, provoke battles, or score First Attacks and Back Attacks. Some Field Skills are always active so long as they're equipped. Others need to be triggered by your party while on the field. To do so, make sure the skill is equipped by your character. Pull the right trigger to bring up the Field Menu, and scroll down to Field Skills and select either the left or right bumper. You can then select a Field Skill from the skills your characters have equipped, and map it to that button. To trigger that skill in the future, you need only press the selected button. (However, Field Skills require MP to activate, so make sure you can afford to use them!)

Field Skill barriers and auras last until you leave an area or get into a battle. To dispel them early, press the X button to do a Dash attack.

ATTRACT AURA

Monk — Rank 4

This skill lures enemies towards you, like a magical stench. It's useful for setting up Monster Fights and big multi-monster battles.



STUN BOMB

Assassin — Rank 8

Use this skill to throw a bomb that explodes and releases paralyzing smoke that immobilizes foes. That should give you plenty of time to escape or sneak behind them.



REPEL AURA

Monk — Rank 22

While this skill is active, lower-level monsters will flee from your party. Great for those times when you just can't bother with combat.



STEALTH

Assassin — Rank 17

This skill makes your party nearly invisible, allowing you to pass safely through groups of monsters or sneak behind them to set up Back Attacks.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE AWESOME POWER OF FIELD BARRIERS

The Field Barrier skill is one of Blue Dragon's greatest innovations, but players may miss it if they don't spend much time with the Barrier Magic Shadow Class. When you activate a Field Barrier, a glowing sphere will surround your character. Whenever that sphere contacts an enemy that is lower-level than your party leader, and that you have beaten previously, that enemy will be destroyed and everyone in your party will earn a few SP. This allows you to avoid combat entirely when backtracking or revisiting old areas, and the free SP is a great way to rank-up your shadows!

Here's the catch: While a Field Barrier costs only 5 MP to activate, its user will lose additional MP each time the barrier is used to destroy a foe. A level 1 Field Barrier will cost its caster 30 MP each time a foe is destroyed, so early in the game you'll have to use it sparingly. But if you're the type of player who prefers to avoid unnecessary combat, you'd be wise to rank-up the Barrier Magic Class early. Higher-level Field Barriers squeeze more SP out of defeated enemies and cost their user's less MP per kill.





FIELD BARRIER 1

Barrier Magic — Rank 6

Barrier costs 5 MP to activate, and 30 MP per foe defeated. Earn 1/3 of defeated monster's SP.

FIELD BARRIER 2

Barrier Magic — Rank 22

Barrier costs 5 MP to activate, and 10 MP per foe defeated. Earn 1/2 of defeated monster's SP.

FIELD BARRIER 3

Barrier Magic — Rank 50

Barrier costs 5 MP to activate, and 1 MP per foe defeated. Earn 1/2 of defeated monster's SP.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





ENEMY FIELD SKILLS

Don't expect your enemies to stand there like sheep while you throw bombs at them. Many enemies have Field Skills of their own that will keep you on your toes. Some can use long-range attacks that cause damage to your party leader, while others can teleport around the battlefield or create whiteouts that make them hard to see. Of course, they won't use these skills if they haven't detected you, so stealthy players can avoid them.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Advanced Combat

FIGHTING SMART

Early in your quest, your heroes will be gifted with powerful shadows that can hit hard, use magic, and protect their masters from devastating attacks. But even their incredible might is no substitute for sound combat strategy. You can't always count on overpowering your foes, but a skilled tactician can outmaneuver any beast.

LESSON 1 UNDERSTANDING TURN ORDER

Whenever you're in combat, you'll see a diagram of all the battle participants at the top of the screen. This diagram displays the order in which each character and monster will act, from left to right, providing a wealth of useful information. There are several ways to use this knowledge when formulating your combat strategy.

- Obviously, you should try to defeat the monsters whose turns are coming around soonest, so as to preempt their attacks. (If it isn't clear which icon corresponds to which enemy, highlight an enemy to make an arrow appear over its icon.) But there's no point attacking the first enemy if you can't kill it. If it will take you two characters worth of attacks to destroy an enemy, and the Turn Order Display lists characters in Hero – Monster – Hero – Monster order, focus your attacks on the second monster instead.



The Ghost Crab on the right has charged up a killing blow—the Turn Order Display lets us know that Jiro, Kluke, and Marumaro will have a chance to act before its turn comes around.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

- Whenever a character's turn comes around, you can scroll through his or her menu of actions, and the display will update to show you how much time it will take before that character's turn comes around again. Different actions have different recovery lengths; defending or using an item takes less time than using a spell or a special attack, for example.
- When charging up spells and attacks, the charge meter will incorporate the information from the Action Display Bar to tell you exactly when each character's turn will come. That allows you to charge up until just before an enemy's turn, potentially boosting the attack's power enough to kill the enemy before it can take its turn.



Since Jiro is charging his healing spell to trigger after Kluke's turn (but before the enemy's turn), Kluke can use a Phoenix Talon to resurrect Shu before the spell is cast, allowing him to share in the healing too!



Some foes can cancel charged spells with their attacks. By stopping your charge right before their turn marker on the Turn Order Bar, you can get the maximum effect without risking your spell being cancelled.

LESSON 2 CHOOSING THE RIGHT FORMATION

The Formation command in the Main Menu allows you to individually assign each character to either the front or back rows of combat. Characters in the front row are targeted more often by foes and are hurt more by physical attacks. Characters in the back row enjoy a defensive bonus against physical attacks, but their own physical attacks will do much less damage.



As a general rule, you want to keep your fighters in the front row and your spell-casters in the back row. But there are definite exceptions. Having all of your characters in the same row allows them all to be targeted by row-effect spells, for better and for worse. For example, heavy users of Barrier and Support spells may want to keep everyone in the same row so the entire party can share the effects of boost spells. On the other hand, when facing enemies that use row-wide attacks like Mow Down and the Water spell, mixing up your party can be a life-saving defensive measure.



This Wall spell could protect the entire party if all of your characters were on the same row.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

EXPLOITING ENEMY FORMATIONS

Enemy groups use a two-row system as well, but it works differently. It isn't possible to target back-row enemies with a physical attack—you have to defeat the entire front row first. On the other hand, it isn't possible for back-row enemies to use physical attacks against your party, either. This opens up some interesting strategic possibilities—if an enemy that has powerful melee attacks but weak ranged attacks is stuck in the back row, it's to your advantage to keep it there for as long as possible. By leaving a single front-row enemy alive, you can keep your back-row enemies from moving forward, and slaughter them with spells while they're stuck in the rear.



LESSON 3 CHARGING UP YOUR SPELLS

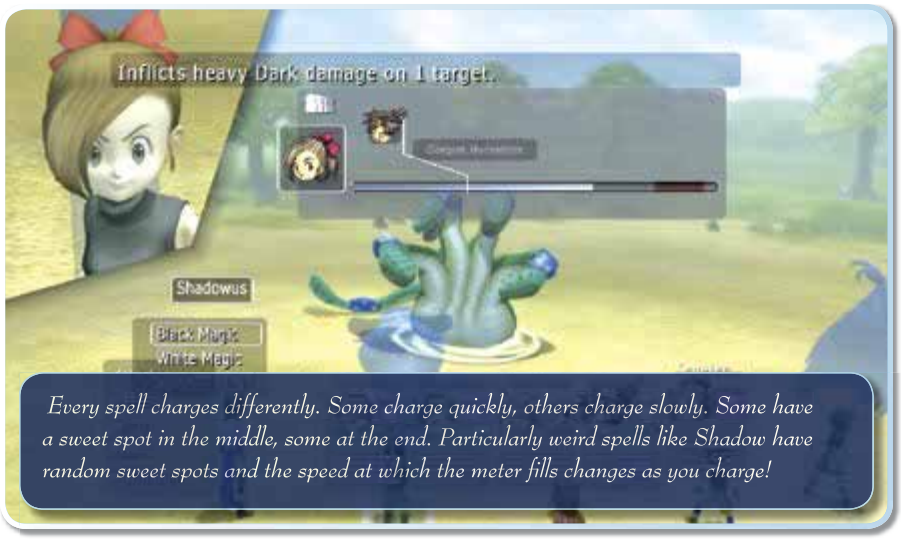


After choosing a target for a spell, a charge meter will appear on the screen. If you tap A, you'll cast your spell right away, but if you hold it down the charge meter will gradually fill, allowing you to increase the efficacy of your spell by increasing the casting time. You have to be very careful about doing so, however—if you charge too long, you'll be pushed farther back in the Turn Order, and you may give a free turn to an enemy who would have otherwise been killed by the spell.

The exact effects of charging a spell vary per spell. If you charge the Flare spell, for example, it deals more damage. If you charge the Wind spell, it expands its range, allowing you to hit multiple foes. If you stop your charge exactly on the orange-colored "sweet spot" of the meter, you may get further bonuses, like a quickened casting time and a reduction of the spell's MP cost. See each spell's Encyclopedia entry or the spell appendix of this book to learn the particulars of how each spell charges and what attributes of the spell are affected.



An uncharged Quick spell will hit only a single target. But if you target your center character and charge the spell long enough, you can expand its area of effect to include your entire party!

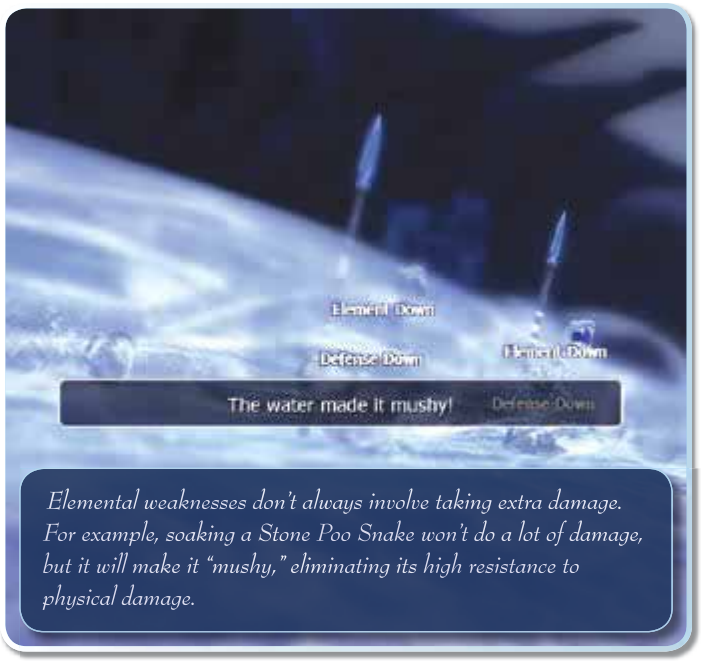


Every spell charges differently. Some charge quickly, others charge slowly. Some have a sweet spot in the middle, some at the end. Particularly weird spells like Shadow have random sweet spots and the speed at which the meter fills changes as you charge!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LESSON 4 USING ELEMENTS

Blue Dragon employs a conventional elemental system, in which each spell deals damage of a certain elemental type, and certain foes are weak to some elements and resistant to others. What isn't so conventional is the fact that the items your characters equip can give elemental properties to their physical attacks and even the characters in general. Pay very careful attention to what your characters equip—that Water Bracelet may boost Shu's stats, but it also gives Shu's physical attacks the Water elemental property. That means he'll do more damage against enemies who use Fire spells and attacks (generally), but may accidentally heal Water-aligned monsters when he strikes them!



Elemental weaknesses don't always involve taking extra damage. For example, soaking a Stone Poo Snake won't do a lot of damage, but it will make it "mushy," eliminating its high resistance to physical damage.



White-magic Light spells are devastating against the Undead. However, the living are typically immune to their effects.

CHARGING OTHER ATTACKS

Spells aren't the only actions that can be charged. Some Shadow Skills allow you to charge other actions, like the Defend command or basic attacks. Monks are the masters of charging, and can learn to charge attacks so that they not only do more damage, but the range expands to hit multiple enemies!



ELEMENTAL RELATIONSHIPS

Fire and Water, Earth and Wind, and Light and Dark are the three elemental pairings. That means if you put on an Earth Necklace, you'll be resistant to Earth-type attacks but weak to Wind-type attacks. This rule is generally true of your foes—If a foe uses Water-type spells, it's probably weak to Fire. But there are lots of exceptions. Wind-users typically fly, for example, which puts them out of range of earthquake-causing Earth-type spells (but not Earth-type attacks). And flying creatures are often weak to Wind, not invulnerable to it. Check each enemy's monster box in the walkthrough that follows to see what its true weaknesses are.



Equipping Elemental Necklaces and Earrings will give a character an elemental type and its associated weaknesses and resistances. Equipping Elemental Bracelets will apply an elemental type to their attacks, and equipping an Elemental Ring will boost the power of spells of that element.

GAME BASICS
COMBAT TACTICS
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Character Growth

DEVELOPING YOUR PARTY

Human Beings (and Devees) can only become so strong. Fortunately, each of your party characters can achieve superhuman strength by merging with a Shadow that can throw super-powered punches in combat, cast magical spells, and learn a variety of combat skills. Raise your shadows well, and your party will be unstoppable.

LESSON 1 CHARACTER STATS AND EQUIPMENT

Your characters' combat strengths are determined by a set of basic stats that grow as they level up, equip new gear, and rank-up their shadows. The five basic stats are:

ATTACK

Determines the strength of a character's physical attacks. This stat is boosted by bracelet accessories and Monk, Assasin and Sword Master Shadow Classes.

DEFENSE

Determines a character's resistance to damage from physical attacks. This stat is boosted by necklace accessories and Guardian, Barrier Magic, Monk, Assassin and Sword Master Shadow Classes.

MAGIC ATTACK

Determines the strength of a character's magical attacks. This stat is boosted by ring accessories and magic-using Shadow Classes.



MAGIC DEFENSE

Determines a character's resistance to damage from magical attacks. This stat is boosted by earring accessories and magic-using Shadow Classes, particularly Barrier Magic.

AGILITY

Determines a character's evasion rate and combat order. This stat is boosted by some special accessories and Assassin, Monk, Guardian, Sword Master, Barrier Magic and Support Magic classes.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

USING HEARTS AND ELIXIRS

SP isn't the only way to increase the ranks of your Shadow Classes. You can also find "Hearts" (like the Sword Master's Heart) that, when used, permanently boost a rank by 1. Use these only to earn higher ranks, and use them only after you gain a rank naturally, so you'll be as many SP away from the next rank as possible.

Hearts, along with Elixirs that permanently boost character stats, are sold by a mysterious explorer named Toripo. You don't find Toripo—he finds you, and usually offers only one chance to shop before he moves on to the next location. He accepts only Medals in payment, which can be found in treasure chests and by searching objects. The medal price of each Heart and Elixir increases by two each time it is purchased, so spread your medals around and buy a diverse assortment of Hearts and Elixirs instead of focusing on a few favorite classes.

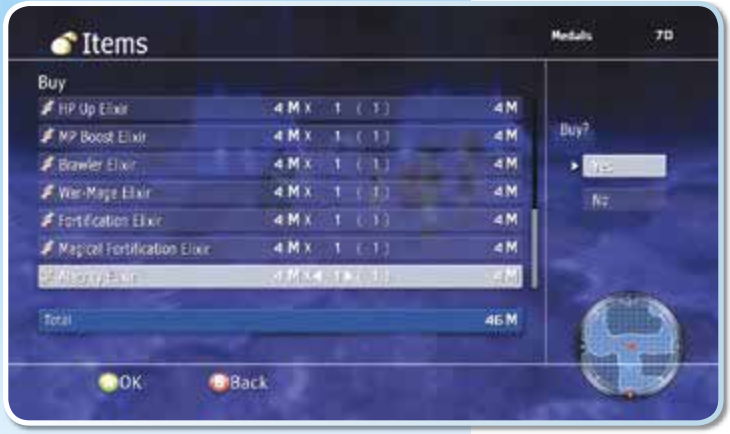
LESSON 2 SHADOW CLASSES

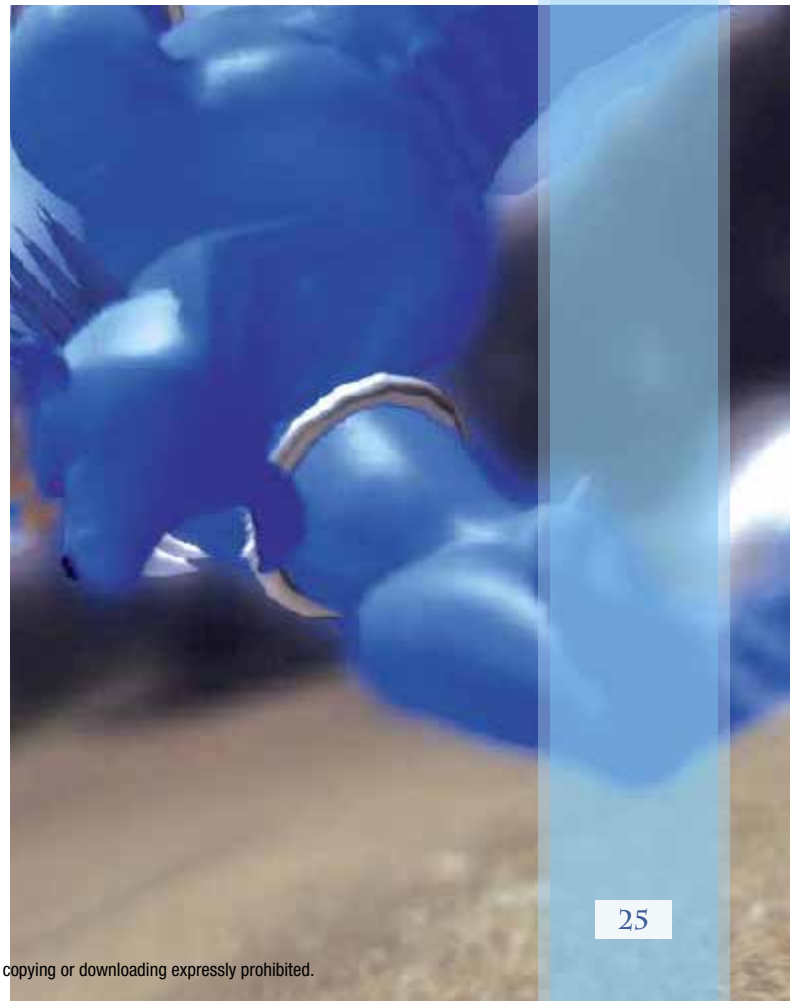
When each character receives his or her shadow, a few of the nine Shadow Classes will already be unlocked. An additional class of your choice can be unlocked whenever a character's level hits a multiple of five, giving you total freedom to decide which classes each character should specialize in.



At the end of a battle, you'll receive Experience Points (EXP) for your characters and Shadow Points (SP) for your Shadows. When a Shadow gains enough SP, its current Shadow Class will increase by one rank, providing a bonus to the stats it boosts and possibly a new Shadow Skill. The stat boosts only apply while you have that particular Shadow Class equipped, but the skill is yours to keep, and can be equipped to any Shadow Class at any time.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LESSON 3 SELECTING THE BEST SHADOW SKILLS

The Skill Menu of the main screen allows you to equip the skills you've learned by ranking up any Shadow Class. Initially, you have only four skill slots, one of which is filled by the non-removable Basic Skill of that class. But the Generalist Shadow Class allows you to learn skills that increase your number of Skill Slots. Some allow you to equip as many as 10 skills at once. A character is as strong as his or her skill list, so think carefully about which classes to make each character pursue and which skills to equip in your limited selection of slots. Here are a few tips for creating effective characters:

- Specialize in two or three classes per character (not counting Generalist). Many skills become more effective when used in combination with skills from other classes, such as the Monk's Counter skills and the Guardian's Guard skills, or the Barrier Magic user's Field Barrier skills and the Black Magic user's MP Regenerate skill. Other skills are only useful in outside classes, such as the Ninja Swiftness skill, which gives an Agility boost to other classes but does nothing for the Assassin Class in which it's learned.
- Dabble in a few other classes, but don't be a jack-of-all-trades. The game's best skills come at higher levels that you'll never reach if you're splitting your SP among nine classes. And the more you focus on a few favored classes, the higher the stat bonuses they'll provide.



If your Assassin is going to spend its turns using basic attacks to take advantage of Loot and Double Strike, you might as well teach it MP Absorb and HP Absorb as well!



The difference in stat boosts between a level-20 class and a level-40 class can be huge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

- The Generalist class is terrible, but crucially important. It provides no combat advantages and no stat boosts, so a Generalist must rely on basic stats and skills learned from other classes. But the rewards of additional skill and accessory slots are hugely significant, so your characters should unlock the class early and take turns using it. (If everyone is a Generalist at the same time, your combat performance will suffer greatly.)

- Each class has a few spectacular skills that you should try to learn early. Check the skill sections that follows for our suggestions on the best skills in each class and the best combos to use them in.



Whenever you find an SP bonus on the field, give it to your Generalist. The sooner they can get the skills they need, the sooner they can move on to a more exciting class.

A few of the top tier skills can be learned at surprisingly low ranks. Later in the game, consider having everyone dip into Black Magic for the 8 ranks necessary to learn Regenerate MP.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Shadow Classes

PATHS TO POWER

Accessories help, but in Blue Dragon, it's the shadows that make the man. You can guide your shadows in one of nine directions, known as Shadow Classes, and the choices you make will heavily influence your heroes' basic stats, skills, and spell-casting prowess.

SHADOW CLASS

GENERALIST



With no stat boosts or combat tricks to offer, the Generalist class is the last thing you want to be when you go up against a tough foe. But every character should earn its 36th rank eventually, because without mastering the Generalist class they'll never be able to use all the cool skills they learned in the other eight classes, or equip the great Special Accessories that begin appearing in the second half of the game.

ACCESSORIES +1
Rank 4 — *Equip one Special Accessory.*

SKILL +2
Rank 8 — *Add two skill slots.*

SKILL +3
Rank 11 — *Add three skill slots.*

SKILL +4
Rank 15 — *Add four skill slots.*

ACCESSORIES +2
Rank 18 — *Equip up to two Special Accessories.*

SKILL +5
Rank 22 — *Add five skill slots.*

SKILL +6
Rank 25 — *Add six skill slots.*

SKILL +7
Rank 29 — *Add seven skill slots.*

ACCESSORIES +3
Rank 32 — *Equip up to three Special Accessories.*

SKILL +8
Rank 36 — *Add eight skill slots.*

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SHADOW CLASS

SWORD MASTER



The Sword Master is a powerful and versatile class for fighters. Its abilities allow attackers to exploit foes' elemental weaknesses, damage an entire row of targets, and recoup some of the HP and MP lost in normal combat. Best of all, the Sword Master class offers sizable and well-rounded stat boosts that make it ideal for characters who split their focus between physical attacks and spells.

Magic Sword Lv. 1
Rank 2 — *Use Magic Sword abilities up to level 1.*

Mow Down 1
Rank 5 — *Attack all targets in the front row (at 50% of normal strength).*

Magic Sword Lv. 2
Rank 8 — *Use Magic Sword abilities up to level 2.*

Absorb HP
Rank 11 — *Absorb some HP from damage you inflict with the Attack command.*

Magic Sword Lv. 3
Rank 14 — *Use Magic Sword abilities up to level 3.*

Mow Down 2
Rank 17 — *Attack all targets in the front row (at normal strength).*

Magic Sword Lv. 4
Rank 20 — *Use Magic Sword abilities up to level 4.*

Boost Critical Damage
Rank 23 — *Increase the damage from your critical hits.*

Magic Sword Lv. 5
Rank 26 — *Use Magic Sword abilities up to level 5.*

Absorb MP
Rank 29 — *Absorb some MP from damage you inflict with the Attack command.*

Magic Sword Lv. 6
Rank 32 — *Use Magic Sword abilities up to level 6.*

SWORD MASTER KEY SKILLS

Magic Sword
Certain White Magic and Black Magic spellbooks automatically unlock the corresponding Magic Sword spells. These can be used by Sword Masters to add a splash of the appropriate elemental damage to their attacks, allowing them to exploit the weaknesses enemies have to certain elements. In addition to dealing damage, higher-level Magic Sword attacks may lower their target's stats or inflict status conditions.

Mow Down
The Mow Down attack hits every enemy in the front row, allowing you to easily wipe out weak foes and giving you an advantage when you're heavily outnumbered. Mow Down 1 does roughly half the damage of a normal attack to each target, so it's rarely worth using against less than three foes, but Mow Down 2 makes the damage roughly equivalent to a normal attack.

HP/MP Absorb
The Absorb skills allow you to recoup a percentage of the damage you deal as HP or MP, but only when you use the normal Attack command. At high levels, normal attacks are rarely as effective as Magic Sword spells or Mow Down attacks, but they combo nicely with Assassin skills like Double-Strike and Loot and the Guardian's Berserker skill.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SHADOW CLASS

GUARDIAN



Guardian isn't just a class—it's an obligation. Since Guard is the base skill, the party Guardian will always be throwing himself in front of ailing allies to protect them from physical attacks. HP and defense-boosting Guardian skills help, as does the Guardian's healthy Defense boost, but they still deserve the best defensive gear and the attention of your White and Barrier Magic users.

Guard
Rank 3 — *Protect a wounded ally from an attack.*

Magic Defense Up
Rank 6 — *When you defend, boosts Magic Defense as well.*

Boost Max HP +25%
Rank 9 — *Boost maximum MP by 25%.*

Sentinel Shield
Rank 12 — *Defense will be the same as your Guardian class.*

Caution
Rank 15 — *Prevent preemptive attacks from enemies.*

Charged Defense
Rank 18 — *Decrease damage by the charged amount of the Defend command.*

Vigilance
Rank 21 — *Prevent surprise attacks from enemies on the field.*

Endure
Rank 24 — *Use MP to soak up damage when you're out of HP.*

Boost Max HP +50%
Rank 27 — *Boost maximum MP by 50%.*

Total Guard
Rank 30 — *Protect allies from all attacks.*

Berserker
Rank 33 — *The more your HP falls, the stronger your normal Attack gets.*

GUARDIAN KEY SKILLS

Guard/Total Guard
Whenever a severely wounded ally is the sole target of a physical attack, a character with the Guard skill will throw himself or herself in front of the blow. A character with Total Guard will block any single-target attack, making him or her the party lightning rod. These skills are very effective in certain boss fights, since it allows you to focus most of your defense boosts and healing on a single character.



Endure
The Endure skill keeps a wounded character alive at 1 HP and takes further damage out of their MP supply instead. For fighter types who don't use spells, this can effectively provide an even bigger HP boost than Boost Max HP +50%! And at very high-level play, it's a great way to survive super-boss attacks that deal the max 999 points of damage.



Berserker
When your HP is close to full, the small power boost provided by Berserker won't compensate for the weakness of the standard Attack command. But if your character is very low on life, it can deal some serious damage! Combo Berserker with Endure to keep your characters alive and hitting hard at 1 HP!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MONK



Monk is the most focused of the fighter classes, offering the strongest Attack boost but no support for magical abilities. Its skills offer a grab bag of boosts for front-line fighters, including the ability to counter enemy attacks, increased odds of scoring a critical hit, and the ability to charge even basic attacks.

Attract Aura
Rank 4 — *Field Skill: Cause enemies to tenaciously pursue your party on the field.*

Counterattack Boost
Rank 7 — *50% chance of counterattacking when attacked directly.*

Meditation
Rank 10 — *Restore your own HP and cure any status ailments.*

Charged Attack
Rank 13 — *Boost your Attack power by storing extra energy.*

Critical Hit Lift
Rank 16 — *Increase your chance of scoring a critical hit.*

Battle Essence
Rank 19 — *Attack power will have the same strength as your Monk class.*

Repel Aura
Rank 22 — *Field Skill: Cause weak enemies to flee from your party on the field.*

Attack Amp
Rank 25 — *Expand the range of your attacks.*

Less Is More
Rank 28 — *The fewer accessories you're wearing, the higher your combat ability.*

Absolute Counterattack
Rank 31 — *Always counterattack a direct attack.*

MONK KEY SKILLS

Counterattacks
The Counterattack Boost skill provides a 50% chance of delivering a counterattack when hit by an enemy's direct physical attack, while Absolute Counterattack boosts that to 100%. Counterattacks combo beautifully with the Guard and Total Guard skills of the Guardian class.



Charged Attack / Attack Amp
Charged Attack allows you to charge any attack move to boost its power, including basic attacks and the Sword Master's Mow Down and Magic Sword attacks. Attack Amp has a similar effect, but boosts the attack's range of effect instead of its power (if both are equipped, you'll get both boosts). Attack Amp works on both basic attacks and Magic Sword attacks.



Less Is More
Less is More allows you to earn a bonus of roughly +7 to your Attack, +6 to your Defense, and +4 to your Agility for each of your character's empty Special Accessory slots. Those stats can't compare to that of a good accessory, but Less is More comes in handy early in the game; if you pursue the Generalist class in disc 1 or early in disc 2, you'll have more blank Accessory slots than Accessories to fill them with!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SHADOW CLASS

ASSASSIN



The assassin is one of the game's most versatile classes. It offers well-rounded stat boosts, a couple of Field Skills, the ability to steal from foes, a few powerful combat tricks, and an across-the-board discount on shop stock. But most of the good stuff comes at later ranks, so you should only pursue this class if you intend to take it all the way to rank 35 or beyond.

Steal
Rank 2 — *Steal an item from targeted foe.*

Security
Rank 5 — *Prevent items and gold from being stolen.*

Stun Bomb
Rank 8 — *Field Skill: Toss smoking balls of paralysis at enemies on the field.*

Negotiate
Rank 11 — *Improve your odds of getting a better price at shops.*

Ninja Swiftness
Rank 14 — *Agility will be same as your Assassin class.*

Stealth
Rank 17 — *Field Skill: Keep from being spotted by enemies on the field.*

Surprise
Rank 20 — *Increase your chances of striking first in battle.*

Loot
Rank 23 — *Provide chance of stealing an item from foes targeted with basic Attack moves.*

Long-Range Attack
Rank 26 — *Can physically attack enemies regardless of position.*

Control
Rank 29 — *Possess one enemy to use against other enemies.*

Treasure Hunt
Rank 32 — *Increase your odds of stealing more valuable items.*

Double Strike
Rank 35 — *Automatically attack twice each turn.*

ASSASSIN KEY SKILLS

Negotiate
Negotiate is a great skill early in the game. As long as it's equipped, you pay half price for items, accessories, and spellbooks. (You'll see the negotiate discount at the bottom of the shop screen, near the total price.) Of course, you can equip Negotiate right before you talk to a shopkeeper, and then replace it with a more relevant combat skill when you're done. That's a hard deal to top!



Treasure Hunt
Every enemy holds one of two items: one that's common, and one that's rare. Under normal circumstances, you seem to have only about a 10% chance of getting the rare one with the Steal or Loot skills, but the Treasure Hunt skill increases it to nearly 50%. Many bosses have fantastic rare items, and this skill gives you a good chance at getting them without having to repeatedly reset the game and challenge them over and over again.



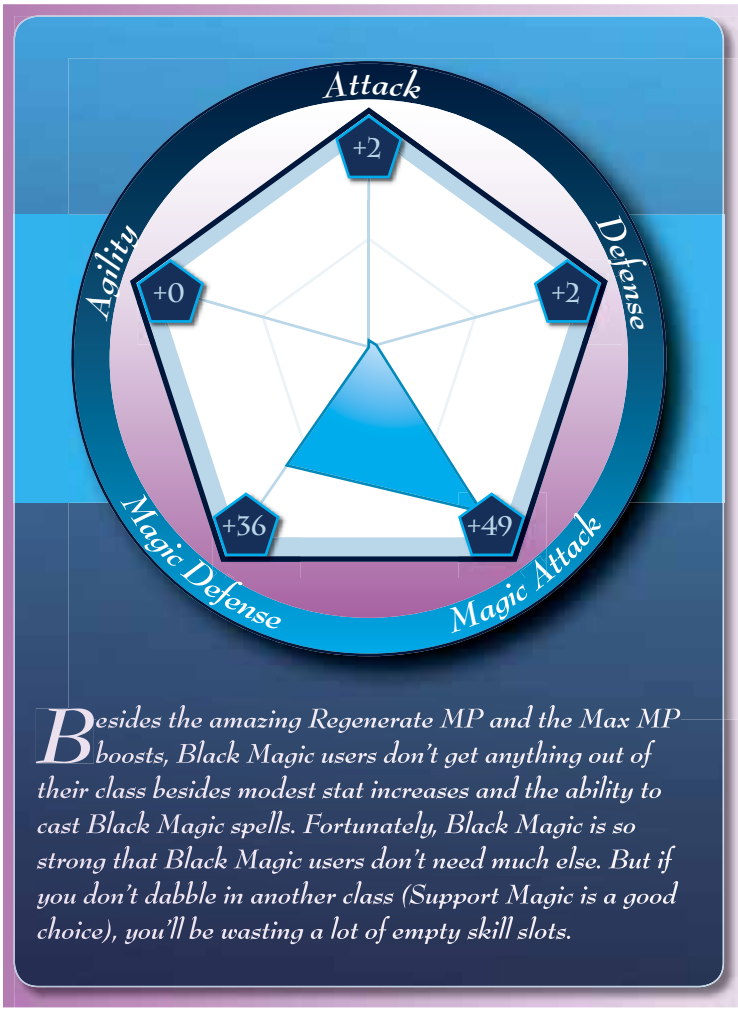
Double Strike
There are a lot of great skills that only work with the normal Attack command, but with so many ways to replenish MP, there's little point in using normal Attacks over flashier spells and attacks like Magic Sword and Mow Down. But Double Strike effectively doubles the power of the Attack command, allowing you to fully exploit the power of skills like MP Absorb and Loot.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SHADOW CLASS

BLACK MAGIC



Besides the amazing Regenerate MP and the Max MP boosts, Black Magic users don't get anything out of their class besides modest stat increases and the ability to cast Black Magic spells. Fortunately, Black Magic is so strong that Black Magic users don't need much else. But if you don't dabble in another class (Support Magic is a good choice), you'll be wasting a lot of empty skill slots.

Black Magic Lv. 1
Rank 4 — *Use Black Magic spells up to level 1.*

Regenerate MP
Rank 8 — *Gradually recover MP while walking.*

Black Magic Lv. 2
Rank 12 — *Use Black Magic spells up to level 2.*

Black Magic Lv. 3
Rank 16 — *Use Black Magic spells up to level 3.*

Boost Max MP +25%
Rank 20 — *Boost maximum MP by 25%.*

Black Magic Lv. 4
Rank 24 — *Use Black Magic spells up to level 4.*

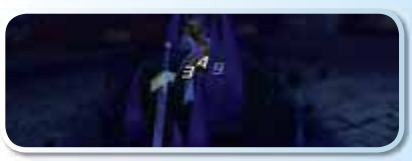
Black Magic Lv. 5
Rank 28 — *Use Black Magic spells up to level 5.*

Boost Max MP +50%
Rank 32 — *Boost maximum MP by 50%.*

Black Magic Lv. 6
Rank 36 — *Use Black Magic spells up to level 6.*

BLACK MAGIC KEY SKILLS

Shadow Series Spells
When targeting a single foe, you should almost always use Shadow spells unless they're specifically weak to Fire or are an undead creature (the undead are typically immune to Dark-type magic). Water, Ground, and Wind are great spells for hitting multiple foes, but don't do nearly the damage of single-target spells like Shadow and Flare, even against foes who are specifically weak to their element. When there are no weaknesses or resistances at play, Shadow-series spells do more damage than their Flare-series counterparts.



Regenerate MP
The Regenerate MP skill is one of the game's best—you simply recover MP with every step you take, allowing you to cast spells consistently in long dungeons. Amazingly, this skill requires only 8 ranks in Black Magic, so every White, Barrier, and Support Magic user in your party should take a break from their usual class to earn this skill early in the game.



Extract Series Spells
Sometimes Regenerate MP isn't enough to keep you casting spells consistently. In that case, cast Extracta or Extractus spells to steal a bucket of MP from your foes. Not every foe has MP to steal, but most do (you'll be able to see from their profiles in the walkthrough), and you can steal surprising amounts with these powerful spells.



GAME BASICS
SHADOW CLASSES
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
Generalist
Sword Master
Guardian
Monk
Assassin
Black Magic
White Magic
Barrier Magic
Support Magic
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SHADOW CLASS

WHITE MAGIC



The White Magic user's ability to heal, cure, and resurrect wounded characters is the cornerstone of a party. But the price you pay to keep your characters alive can be a bit steep—most of their other White Magic skills are weak and the class provides fewer total stat boosts than any class (except Generalist, of course). Develop a few good White Magic users early in the game, then take their White Magic and Resurrection skills over to a more powerful class like Support Magic.

White Magic Lv. 1
Rank 3 — *Use White Magic spells up to level 1.*

Enhance Item Effect
Rank 6 — *Boost an item's effect.*

White Magic Lv. 2
Rank 9 — *Use White Magic spells up to level 2.*

Double Item
Rank 12 — *Use two items in one turn.*

White Magic Lv. 3
Rank 15 — *Use White Magic spells up to level 3.*

Regenerate HP
Rank 18 — *Gradually recover HP while walking.*

White Magic Lv. 4
Rank 21 — *Use White Magic spells up to level 4.*

White Magic Lv. 5
Rank 24 — *Use White Magic spells up to level 5.*

White Magic Lv. 6
Rank 27 — *Use White Magic spells up to level 6.*

Quick Magic Charge
Rank 30 — *Cut charge time by 50%.*

Resurrection
Rank 33 — *One-time revival from KO, with all HP and MP restored.*

WHITE MAGIC KEY SKILLS

Double Item
While one healer isn't enough, that doesn't mean you need to take multiple characters through the entire White Magic skill tree. Once a character learns the Double Item and Enhance Item Effect skills, they can be a very strong combat healer, capable of reviving a dead character and healing him or her in the same turn! Of course, this requires the liberal use of items, but healing items are easy to find and cheap to purchase.



Shine Series Spells
White Magic users can use their skills to harm as well as heal. Shine and Shina spells do heavy damage and often leave their victims stunned, but the catch is that they're only effective against Undead enemies. Check the monster data boxes in the walkthrough and Bestiary to find out which foes are vulnerable to Light-type attacks.



Resurrection
Those who stick with the White Magic class for 33 ranks will be rewarded with the amazing Resurrection skill. Characters with this skill get one free resurrection per battle, which takes effect immediately when they're killed. As if that wasn't awesome enough, it completely refills their MP too! You can kill your own Resurrection-equipped characters in monster battles just to refill their MP! (Press the Y button to target your allies.)

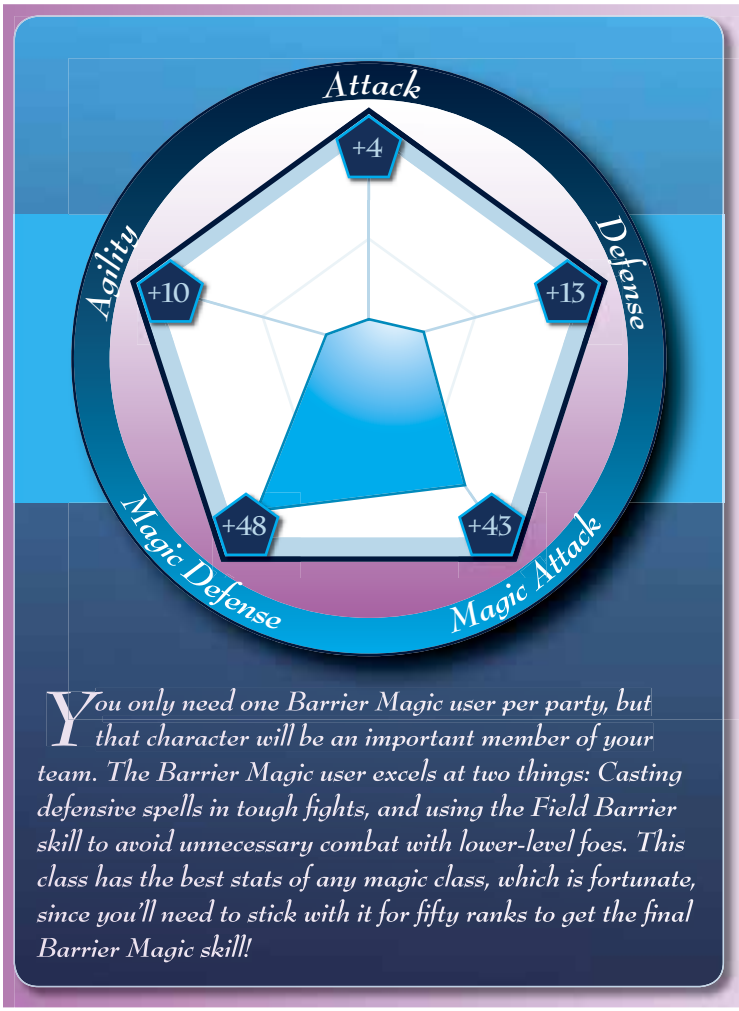


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BARRIER MAGIC



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
Generalist
Sword Master
Guardian
Monk
Assassin
Black Magic
White Magic
Barrier Magic
Support Magic
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY



You only need one Barrier Magic user per party, but that character will be an important member of your team. The Barrier Magic user excels at two things: Casting defensive spells in tough fights, and using the Field Barrier skill to avoid unnecessary combat with lower-level foes. This class has the best stats of any magic class, which is fortunate, since you'll need to stick with it for fifty ranks to get the final Barrier Magic skill!

Barrier Magic Lv. 1
Rank 3 — *Use Barrier Magic spells up to level 1.*

Field Barrier 1
Rank 6 — *Field Skill: Eliminates previously defeated weak enemies. Costs 5 MP plus 30 MP per foe.*

Barrier Magic Lv. 2
Rank 9 — *Use Barrier Magic spells up to level 2.*

Magic Fence
Rank 12 — *Magic Defense will be the same as your Barrier Magic class.*

Barrier Magic Lv. 3
Rank 15 — *Use Barrier Magic spells up to level 3.*

Barrier Magic Lv. 4
Rank 18 — *Use Barrier Magic spells up to level 4.*

Field Barrier 2
Rank 21 — *Field Skill: Eliminates previously defeated weak enemies. Costs 5 MP plus 10 MP per foe.*

Distress Barrier
Rank 24 — *Creates a powerful Barrier when you are near KO.*

Barrier Magic Lv. 5
Rank 27 — *Use Barrier Magic spells up to level 5.*

Barrier Magic Lv. 6
Rank 30 — *Use Barrier Magic spells up to level 6.*

Field Barrier 3
Rank 50 — *Field Skill: Eliminates previously defeated weak enemies. Costs 5 MP plus 1 MP per foe.*

BARRIER MAGIC KEY SKILLS

Field Barrier
For players who prefer to avoid unnecessary combat, there is no finer Field Skill than Field Barrier. The Field Barrier lets you outright destroy any foe that is lower-level than you and that you have beaten previously (a few oversized foes are immune to its effects, however). The cost of Field Barrier 1 is prohibitive—30 MP per foe is a lot early in the game. But Field Barrier 2 cuts the per-foe cost to a reasonable 10 MP, and Field Barrier 3 makes it effectively free if you have the Regenerate MP skill equipped.

Wall Series Spells
The Barrier Magic user really comes into its own when you find the level-2 Wall spell. This spell creates a magical Wall that can cover all five of your party members if they're on the front row and you charge it fully. Each targeted character will be immune to the next physical attack that comes their way, effectively negating five enemy attacks with a single action. The level-4 Walla spell protects against magical attacks instead, and the level-6 Wallus spell provides defense against both—two separate shields per character!

Resist Series Spells
While many spells grow more powerful or faster to cast as they hit higher-level versions, it's worth noting that the three Resist-series spells all have completely different effects. Resist protects against Poison and Sleep, Resista protects against Panic and Paralysis, and Resistus protects against Petrification and instant-KO attacks. If you lose a battle to any of these conditions, cast the appropriate Resist-series spell at the beginning of your next attempt for a near-certain victory.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SHADOW CLASS

SUPPORT MAGIC



While there are a few strong boost spells, Support Magic is generally the weakest school of magic in the game. That's because most powerful foes are immune to status conditions. However, the Support Magic Shadow Class balances this weakness with great stats and the incredible Double-Cast skill at level 35. Once your White and Black Magic users have mastered their arts, you may want to switch them to Support Magic for this skill and the stat boosts alone.

Support Magic Lv. 1
Rank 3 — *Use Support Magic up to level 1.*

Support Magic Lv. 2
Rank 7 — *Use Support Magic up to level 2.*

Support Magic Lv. 3
Rank 11 — *Use Support Magic up to level 3.*

Spell Duration +50%
Rank 15 — *Extend the duration of spell effects by 50%.*

Support Magic Lv. 4
Rank 19 — *Use Support Magic up to level 4.*

Support Magic Lv. 5
Rank 23 — *Use Support Magic up to level 5.*

Magic Essence
Rank 27 — *Magic Attack Power will be the same as your Support Magic class.*

Support Magic Lv. 6
Rank 31 — *Use Support Magic up to level 6.*

Double-Cast
Rank 35 — *Cast two spells in the same turn.*

SUPPORT MAGIC KEY SKILLS

Double-Cast
The ability to cast two spells per turn is fantastic for Support Magic users, but even better for White and Black Magic users. White Magic users can resurrect two characters, or cure Poison and restore the afflicted character's HP in a single turn. Black Magic users can fire off a powerful high-cost spell and recoup the lost MP by following it up immediately with an Extracta or Extractus spell. You'll want to get this for all of your high-level magic users eventually.



Quicka Series Spells
When facing a new boss for the first time, it's hard to know what strategy to pursue—boosting physical strength? Magical strength? Defense? Fortunately, the extra turns provided by the Quicka spell can be put to good use in literally any fight, making this a no-brainer first spell for Support Magic users. You can easily encompass your entire party with its expanded charge range.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Sword Master Spells



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
Generalist
Sword Master
Guardian
Monk
Assassin
Black Magic
White Magic
Barrier Magic
Support Magic
SPELLS
Sword Master
White Magic
Black Magic
Support Magic
Barrier Magic
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Level 1 (Must be Rank 2 at Sword Master to cast)

Flare Sword

Attribute	Range	Area	Location	MP Cost
Fire	Short Range	Single	Battle	5
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Flare to your physical attack.
Location: See Black Magic

Wind Sword

Attribute	Range	Area	Location	MP Cost
Wind	Short Range	Single	Battle	5
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Wind to your physical attack.
Location: See Black Magic

Water Sword

Attribute	Range	Area	Location	MP Cost
Water	Short Range	Single	Battle	5
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Water to your physical attack.
Location: See Black Magic

Level 2 (Must be Rank 8 at Sword Master to cast)

Ground Sword

Attribute	Range	Area	Location	MP Cost
Earth	Short Range	Single	Battle	5
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Ground to your physical attack.
Location: See Black Magic

Shine Sword

Attribute	Range	Area	Location	MP Cost
Light	Short Range	Single	Battle	5
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Shine to your physical attack.
Location: See White Magic

Shadow Sword

Attribute	Range	Area	Location	MP Cost
Dark	Short Range	Single	Battle	5
Casting Time: C	Charge Speed: Variable	Charge Effect: Stronger		

Description: Add Shadow to your physical attack.
Location: See Black Magic

Level 3 (Must be Rank 14 at Sword Master to cast)

Flara Sword

Attribute	Range	Area	Location	MP Cost
Fire	Short Range	Single	Battle	10
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Flara to your physical attack.
Location: See Black Magic

Winda Sword

Attribute	Range	Area	Location	MP Cost
Wind	Short Range	Single	Battle	10
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Winda to your physical attack.
Location: See Black Magic

Watera Sword

Attribute	Range	Area	Location	MP Cost
Water	Short Range	Single	Battle	10
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Watera to your physical attack.
Location: See Black Magic

Level 4 (Must be Rank 20 at Sword Master to cast)

Grounda Sword

Attribute	Range	Area	Location	MP Cost
Earth	Short Range	Single	Battle	10
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Grounda to your physical attack.
Location: See Black Magic

Shina Sword

Attribute	Range	Area	Location	MP Cost
Light	Short Range	Single	Battle	10
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Shina to your physical attack.
Location: See Water Magic

Shadowa Sword

Attribute	Range	Area	Location	MP Cost
Dark	Short Range	Single	Battle	10
Casting Time: C	Charge Speed: Variable	Charge Effect: Stronger		

Description: Add Shadowa to your physical attack.
Location: See Black Magic

Level 5 (Must be Rank 26 at Sword Master to cast)

Flarus Sword

Attribute	Range	Area	Location	MP Cost
Fire	Short Range	Single	Battle	25
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Flarus to your physical attack.
Location: See Black Magic

Windus Sword

Attribute	Range	Area	Location	MP Cost
Wind	Short Range	Single	Battle	25
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Windus to your physical attack.
Location: See Black Magic

Waterus Sword

Attribute	Range	Area	Location	MP Cost
Water	Short Range	Single	Battle	25
Casting Time: ?	Charge Speed: ???	Charge Effect: ???		

Description: Add Waterus to your physical attack.
Location: See Black Magic

Level 6 (Must be Rank 32 at Sword Master to cast)

Groundus Sword

Attribute	Range	Area	Location	MP Cost
Earth	Short Range	Single	Battle	25
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Groundus to your physical attack.
Location: See Black Magic

Erase Sword

Attribute	Range	Area	Location	MP Cost
Support	Short Range	Single	Battle	25
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Add Erase to your physical attack.
Location: See White Magic

Shadowus Sword

Attribute	Range	Area	Location	MP Cost
Dark	Short Range	Single	Battle	25
Casting Time: C	Charge Speed: Variable	Charge Effect: Stronger		

Description: Add Shadowus to your physical attack.
Location: See Black Magic

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



White Magic Spells

Level 1 (Must be Rank 3 at White Magic to cast)

Heal

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Field/Battle	6
Casting Time: B	Charge Speed: Standard	Charge Effect: Stronger		
Description: Restore the target's HP.	Location: Already known by Shadows			

Cure Poison

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Field/Battle	8
Casting Time: C	Charge Speed: Standard	Charge Effect: Larger Area		
Description: Cure Poison condition.	Location: Purchase in Drill Machine			

Shine

Attribute	Range	Area	Location	MP Cost
Light	Long Range	Single	Field/Battle	9
Casting Time: B	Charge Speed: Standard	Charge Effect: Stronger		
Description: Inflict Light damage, and possibly stun target.	Location: Purchase in Lago Village			

Level 2 (Must be Rank 9 at White Magic to cast)

Cure Kelolon

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Battle	10
Casting Time: C	Charge Speed: Standard	Charge Effect: Larger Area		
Description: Cure Kelolon condition.	Location: Purchase in Lago Village			

Zephyr

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	All	Field/Battle	12
Casting Time: C	Charge Speed: Standard	Charge Effect: Stronger		
Description: Restore the HP of all party members.	Location: Purchase in Lago Village (2nd visit)			

Regenerate

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Battle	10
Casting Time: C	Charge Speed: Standard	Charge Effect: Larger Area		
Description: Description: Restore the target's HP over time.	Location: Purchase in Lago Village			

Level 3 (Must be Rank 15 at White Magic to cast)

Heala

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Field/Battle	12
Casting Time: C	Charge Speed: Standard	Charge Effect: Stronger		
Description: Restore the target's HP.	Location: Purchase in Mural Town			

Revive

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Battle	25
Casting Time: E	Charge Speed: Standard	Charge Effect: Stronger		
Description: Revive a KO'd target.	Location: Purchase in Jibral Castle Town			

Cancel

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	14
Casting Time: E	Charge Speed: Faster	Charge Effect: Larger Area		
Description: Cancel the target's charge (when charging spells).	Location: Purchase in Jibral Castle Town			

Level 4 (Must be Rank 21 at White Magic to cast)

Cure Paralysis

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Battle	20
Casting Time: C	Charge Speed: Standard	Charge Effect: Larger Area		
Description: Cure Paralysis condition.	Location: Purchase in Jibral Castle Town (disc 2 or 3)			

Zephyra

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	All	Field/Battle	24
Casting Time: D	Charge Speed: Standard	Charge Effect: Stronger		
Description: Restore everyone's HP.	Location: Purchase in Jibral Castle Town (disc 2 or 3)			

Shina

Attribute	Range	Area	Location	MP Cost
Light	Long Range	All	Battle	22
Casting Time: C	Charge Speed: Standard	Charge Effect: Stronger		
Description: Inflict Light damage, and possibly stun all targets.	Location: Purchase in Jibral Castle Town (disc 2 or 3)			

Level 5 (Must be Rank 24 at White Magic to cast)

Healus

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Field/Battle	24
Casting Time: D	Charge Speed: Standard	Charge Effect: Stronger		
Description: Restore the target's HP.	Location: Purchase in Kelaso Village			

Regenera

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Battle	28
Casting Time: E	Charge Speed: Standard	Charge Effect: Larger Area		
Description: Restore the target's HP over time.	Location: Purchase in Kelaso Village			

Erase

Attribute	Range	Area	Location	MP Cost
Support	Long Range	Single	Battle	32
Casting Time: C	Charge Speed: Standard	Charge Effect: Larger Area		
Description: Cancel any support magi cast on the target.	Location: Purchase in Kelaso Village			

Level 6 (Must be Rank 27 at White Magic to cast)

Cure-All

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	Single	Field/Battle	30
Casting Time: E	Charge Speed: Standard	Charge Effect: Larger Area		
Description: Cure all status ailments.	Location: Find in Nene's Fortress			

Zephyrus

Attribute	Range	Area	Location	MP Cost
Heal	Long Range	All	Field/Battle	48
Casting Time: E	Charge Speed: Standard	Charge Effect: Stronger		
Description: Restore everyone's HP.	Location: Find in Pachess Town			

Previve

Attribute	Range	Area	Location	MP Cost
Support	Long Range	Single	Battle	40
Casting Time: C	Charge Speed: Variable	Charge Effect: Stronger		
Description: Automatically revive target if they're KO'd.	Location: Find in Mecha Base			

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Black Magic Spells



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
Sword Master
White Magic
Black Magic
Support Magic
Barrier Magic
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Level 1 (Must be Rank 4 at Black Magic to cast)

Flare

Attribute	Range	Area	Location	MP Cost
Fire	Long Range	Single	Battle	6
Casting Time: B	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Fire damage.
Location: Buy in Wilderness Sheep Camp

Wind

Attribute	Range	Area	Location	MP Cost
Wind	Long Range	Single	Battle	8
Casting Time: B	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Inflict Wind damage.
Location: Already known by Shadows

Water

Attribute	Range	Area	Location	MP Cost
Water	Long Range	1 Row	Battle	10
Casting Time: B	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Water damage on a row of targets.
Location: Buy in Wilderness Sheep Camp

Level 2 (Must be Rank 12 at Black Magic to cast)

Ground

Attribute	Range	Area	Location	MP Cost
Earth	Long Range	All	Battle	14
Casting Time: B	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Earth damage on all targets.
Location: Purchase in Lago Village

Extract

Attribute	Range	Area	Location	MP Cost
Absorb	Long Range	Single	Battle	20
Casting Time: B	Charge Speed: Variable	Charge Effect: Stronger		

Description: Absorb target's HP.
Location: Purchase in Lago Village (2nd visit)

Shadow

Attribute	Range	Area	Location	MP Cost
Dark	Long Range	Single	battle	12
Casting Time: C	Charge Speed: Variable	Charge Effect: Stronger		

Description: Inflict Dark damage.
Location: Purchase in Lago Village

Level 3 (Must be Rank 16 at Black Magic to cast)

Flara

Attribute	Range	Area	Location	MP Cost
Fire	Long Range	Single	Battle	12
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Fire damage.
Location: Purchase in Mural Town

Winda

Attribute	Range	Area	Location	MP Cost
Wind	Long Range	Single	Battle	16
Casting Time: C	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Inflict Wind damage.
Location: Purchase in Mural Town

Watera

Attribute	Range	Area	Location	MP Cost
Water	Long Range	1 Row	Battle	20
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Water damage on a row of targets.
Location: Purchase in Jibral Castle Town

Level 4 (Must be Rank 24 at Black Magic to cast)

Grounda

Attribute	Range	Area	Location	MP Cost
Earth	Long Range	All	Battle	28
Casting Time: C	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Earth damage on all targets.
Location: Purchase in Jibral Castle Town (disc 2 or 3)

Extracta

Attribute	Range	Area	Location	MP Cost
Absorb	Long Range	Single	Battle	10
Casting Time: C	Charge Speed: Variable	Charge Effect: Stronger		

Description: Absorb target's MP.
Location: Purchase in Jibral Castle Town (disc 2 or 3)

Shadowa

Attribute	Range	Area	Location	MP Cost
Dark	Long Range	Single	Battle	24
Casting Time: D	Charge Speed: Variable	Charge Effect: Stronger		

Description: Inflict Dark damage.
Location: Purchase in Jibral Castle Town (disc 2 or 3)

Level 5 (Must be Rank 28 at Black Magic to cast)

Flarus

Attribute	Range	Area	Location	MP Cost
Fire	Long Range	Single	Battle	24
Casting Time: D	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Fire damage.
Location: Purchase in Kelaso Village

Windus

Attribute	Range	Area	Location	MP Cost
Wind	Long Range	Single	Battle	32
Casting Time: D	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Inflict Wind damage.
Location: Purchase in Kelaso Village

Waterus

Attribute	Range	Area	Location	MP Cost
Water	Long Range	1 Row	Battle	40
Casting Time: D	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Water damage on a row of targets.
Location: Purchase in Kelaso Village

Level 6 (Must be Rank 36 at Black Magic to cast)

Groundus

Attribute	Range	Area	Location	MP Cost
Earth	Long Range	All	Battle	50
Casting Time: D	Charge Speed: Faster	Charge Effect: Stronger		

Description: Inflict Earth damage on all targets.
Location: Find in Jibral Castle basement

Extractus

Attribute	Range	Area	Location	MP Cost
Absorb	Long Range	Single	Battle	30
Casting Time: D	Charge Speed: Variable	Charge Effect: Stronger		

Description: Absorb target's HP and MP.
Location: Find in Nene's Fortress

Shadowus

Attribute	Range	Area	Location	MP Cost
Dark	Long Range	Single	Battle	48
Casting Time: E	Charge Speed: Variable	Charge Effect: Stronger		

Description: Inflict Dark damage.
Location: Find in Sea Cube

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Support Magic Spells

Level 1 (Must be Rank 3 at Support Magic to cast)

Slow

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	10

Casting Time: A	Charge Speed: Faster	Charge Effect: Larger Area

Description: Slow the target's speed.

Location: Purchase in Wilderness Sheep Camp

Sleep

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	All	Battle	8

Casting Time: C	Charge Speed: Faster	Charge Effect: Long Range

Description: Put all targets to sleep.

Location: Purchase in Lago Village

Deflect

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	6

Casting Time: C	Charge Speed: Faster	Charge Effect: Larger Area

Description: Lower the target's chance of a successful physical attack.

Location: Purchase in Talta Village

Level 2 (Must be Rank 7 at Support Magic to cast)

Quick

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	12

Casting Time: A	Charge Speed: Standard	Charge Effect: Larger Area

Description: Increase the target's speed.

Location: Purchase in Lago Village

Dizzy

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	12

Casting Time: C	Charge Speed: Faster	Charge Effect: Wider Area

Description: Make 1 target in the back row Dizzy.

Location: Purchase in Mural Town

Poison

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	10

Casting Time: C	Charge Speed: Faster	Charge Effect: Larger Area

Description: Poison one target.

Location: Location: Purchase in Lago Village (2nd visit)

Level 3 (Must be Rank 11 at Support Magic to cast)

Slowa

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	20

Casting Time: A	Charge Speed: Faster	Charge Effect: Larger Area

Description: Slow the target's speed.

Location: Purchase in Jibral Castle Town

Panic

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	16

Casting Time: C	Charge Speed: Faster	Charge Effect: Better Chance

Description: Make one target Panic.

Location: Purchase in Jibral Castle Town (disc 2 or 3)

Anchor

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	15

Casting Time: C	Charge Speed: Standard	Charge Effect: Larger Area

Description: Lower the target's chances of evading attacks.

Location: Purchase in Jibral Castle Town (disc 2 or 3)

Level 4 (Must be Rank 19 at Support Magic to cast)

Quicka

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	24

Casting Time: A	Charge Speed: Standard	Charge Effect: Larger Area

Description: Increase the target's speed.

Location: Purchase in Pachess Town

Kelolon

Attribute	Range	Area	Location	MP Cost
Weaken	Front Only	Single	Battle	18

Casting Time: C	Charge Speed: Faster	Charge Effect: Larger Area

Description: Turn one front-row target into a Kelolon.

Location: Purchase in Alumaru Village

Attack Up

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	20

Casting Time: C	Charge Speed: Standard	Charge Effect: Wide Area

Description: Strengthen the target's physical attack.

Location: Purchase in Pachess Town

Level 5 (Must be Rank 23 at Support Magic to cast)

Slowus

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	40

Casting Time: A	Charge Speed: Faster	Charge Effect: Larger Area

Description: Slow the target's speed.

Location: Purchase in Kelaso Village

Paralyze

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	20

Casting Time: C	Charge Speed: Faster	Charge Effect: Wider Area

Description: Paralyze one target.

Location: Purchase in Kelaso Village

HP Max Up

Attribute	Range	Area	Location	MP Cost
Stengthen	Long Range	Single	Battle	30

Casting Time: C	Charge Speed: Standard	Charge Effect: Wider Area

Description: Temporarily raise the target's maximum HP.

Location: Purchase in Kelaso Village

Level 6 (Must be Rank 31 at Support Magic to cast)

Quickus

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	48

Casting Time: A	Charge Speed: Standard	Charge Effect: Larger Area

Description: Increase the target's speed.

Location: Find in Pachess Town

Curse

Attribute	Range	Area	Location	MP Cost
Weaken	Long Range	Single	Battle	24

Casting Time: D	Charge Speed: Variable	Charge Effect: Larger Area

Description: Weaken the target's physical and magical attacks.

Location: Find in Devour Forest

Magic Atk Up

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	50

Casting Time: C	Charge Speed: Standard	Charge Effect: Wider Area

Description: Strengthen the target's magical attacks.

Location: Find in Mecha Base

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Barrier Magic Spells



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
Sword Master
White Magic
Black Magic
Support Magic
Barrier Magic
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Level 1 (Must be Rank 3 at Barrier Magic to cast)

Shield

Attribute	Range	Area	Location	MP Cost
Strengthen	Front Only	Single	Battle	10
Casting Time: B	Charge Speed: Faster	Charge Effect: Stronger		

Description: Create a barrier against physical attacks in the front.

Location: Purchase in Wilderness Sheep Camp

Shell

Attribute	Range	Area	Location	MP Cost
Strengthen	Front Only	Single	Battle	10
Casting Time: B	Charge Speed: Faster	Charge Effect: Stronger		

Description: Create a barrier against magical attacks in the front.

Location: Purchase in Lago Village

Heal Up

Attribute	Range	Area	Location	MP Cost
Support	Long Range	Single	Battle	12
Casting Time: C	Charge Speed: Variable	Charge Effect: Stronger		

Description: Increase the target's healing magic power.

Location: Purchase in Talta Village

Level 2 (Must be Rank 9 at Barrier Magic to cast)

Trapfloor

Attribute	Range	Area	Location	MP Cost
Support	Front Only	Single	Battle	8
Casting Time: B	Charge Speed: Standard	Charge Effect: Stronger		

Description: Set a trap that causes damage in the front.

Location: Purchase in Lago Village

Resist

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	10
Casting Time: B	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Protect a target from Poison and Sleep status ailments.

Location: Purchase in Mural Town

Wall

Attribute	Range	Area	Location	MP Cost
Strengthen	Front Only	Single	Battle	12
Casting Time: B	Charge Speed: Standard	Charge Effect: Wider Area		

Description: Nullify a physical attack inflicted in the front.

Location: Purchase in Lago Village (2nd visit)

Level 3 (Must be Rank 15 at Barrier Magic to cast)

Shielda

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	20
Casting Time: C	Charge Speed: Faster	Charge Effect: Wider Area		

Description: Create a barrier against physical attacks.

Location: Jibral Castle Town

Shella

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	20
Casting Time: C	Charge Speed: Faster	Charge Effect: Wider Area		

Description: Create a barrier against magical attacks.

Location: Jibral Castle Town (disc 2 or 3)

Reflect

Attribute	Range	Area	Location	MP Cost
Support	Long Range	Single	Battle	25
Casting Time: C	Charge Speed: Faster	Charge Effect: Wider Area		

Description: Create a magic-reflecting barrier.

Location: Jibral Castle Town (disc 2 or 3)

Level 4 (Must be Rank 18 at Barrier Magic to cast)

Trapfloora

Attribute	Range	Area	Location	MP Cost
Support	Front Only	1 Row	Battle	16
Casting Time: C	Charge Speed: Standard	Charge Effect: Stronger		

Description: Set a trap that causes damage to all targets in the front.

Location: Purchase in Pachess Town

Resista

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	15
Casting Time: C	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Protect a target from Panic and Paralyze status ailments.

Location: Purchase in Alumaru Village

Walla

Attribute	Range	Area	Location	MP Cost
Strengthen	Front Only	Single	Battle	24
Casting Time: C	Charge Speed: Standard	Charge Effect: Wider Area		

Description: Nullify a magical attack inflicted in the front.

Location: Purchase in Pachess Town

Level 5 (Must be Rank 27 at Barrier Magic to cast)

Shieldus

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	40
Casting Time: D	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Create a barrier against physical attacks.

Location: Purchase in Kelaso Village

Shellus

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	40
Casting Time: D	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Create a barrier against magical attacks.

Location: Purchase in Kelaso Village

Reflectus

Attribute	Range	Area	Location	MP Cost
Support	Long Range	Single	Battle	45
Casting Time: E	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Create a magic-reflecting barrier.

Location: Purchase in Kelaso Village

Level 6 (Must be Rank 30 at Barrier Magic to cast)

Trapfloorus

Attribute	Range	Area	Location	MP Cost
Support	Front Only	1 Row	Battle	32
Casting Time: D	Charge Speed: Standard	Charge Effect: Stronger		

Description: Set a trap that causes damage to all targets in the front.

Location: Find in Ancient Hospital

Resistus

Attribute	Range	Area	Location	MP Cost
Strengthen	Long Range	Single	Battle	20
Casting Time: D	Charge Speed: Faster	Charge Effect: Larger Area		

Description: Protects a target from Instant KO and Petrify.

Location: Find in Nene's Fortress

Wallus

Attribute	Range	Area	Location	MP Cost
Strengthen	Front Only	Single	Battle	48
Casting Time: D	Charge Speed: Standard	Charge Effect: Larger Area		

Description: Nullify one physical and one magical attack inflicted on target in the front.

Location: Find in Sea Cube

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DISC 1 Walkthrough

WALKTHROUGH MAP LEGEND

- CHEST
- RED BARRIER CHEST
- BLUE BARRIER CHEST
- GREEN BARRIER CHEST
- WHITE BARRIER CHEST
- BLACK BARRIER CHEST
- RED BARRIER
- BLUE BARRIER
- GREEN BARRIER
- WHITE BARRIER
- BLACK BARRIER
- WARP POINT
- SAVE POINT
- BOSS BATTLE — BOSS!
- MULTIPLE SHOPS — Shops
- INN — Inn
- ITEM SHOP — Items
- ACCESSORY SHOP — Acc.
- SPELL SHOP — Spells
- TORIPO SHOP — Toripo
- MAP POINT CONNECTION — A

DISC 1 DESTINATIONS



PROLOGUE — PAGE 44

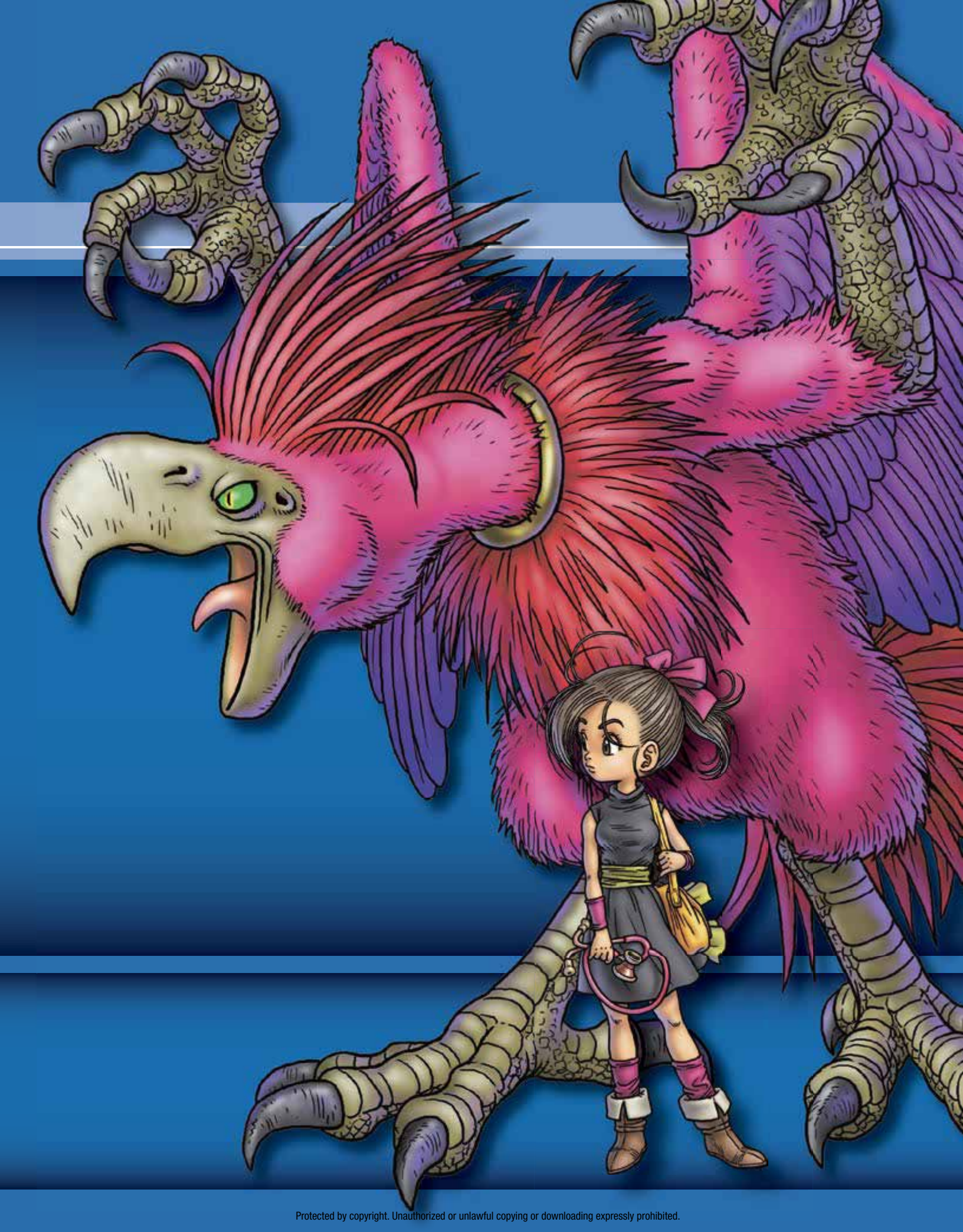
QUEST 1 — PAGE 50

QUEST 2 — PAGE 68

QUEST 3 — PAGE 80

QUEST 4 — PAGE 96

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



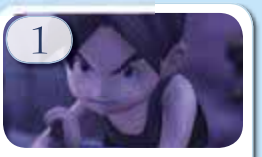
DISC 1

Prologue

DEFYING THE LAND SHARK

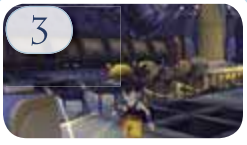
Once a year, a freak storm of purple clouds heralds the arrival of the Land Shark, a mindless beast that decimates the Talta Village basin and slays all who stand in its way. Anticipating the next attack, the people of Talta have been trained to flee to high ground. But this year, a few of the younger villagers have made other plans.

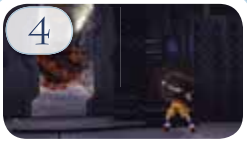
Milestones

1

Battle the Land Shark

2

Explore the Ancient Ruins

3

Swipe the Creature Compendium

4

Thwart the Mecha Robo Army

5

Swallow the Light Spheres

LOOTING IN THE OPENING CREDITS

Shu can begin filling his pockets with items before the game even officially begins. The credit sequence won't end until Shu leaves the windmill area, so stick close to it as you search the nearby rocks and sandbags for a few doses of Medicine and a pair of Thorn Grass combat items.

Items aren't the only thing Shu can find—if you search the well at the base of the windmill, you'll get a permanent +1 boost to your Max HP! When you've thoroughly scoured the area, head northwest to confront the gathering storm.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

FUSHIRA AND COLUTI HAVE YOUR BACK

After the title card, control will switch to Shu's grandfather, Fushira. Send him to speak with Jiro's parents at the balcony overlooking the Land Shark, then move towards the exit to bring this brief sequence to an end.

You'll then rejoin Shu at the Talta Village basin, where he is bravely staring down the Land Shark. Before you charge after it, turn around and search for Coluti, a village boy who is cowering behind a boulder. He'll give you a dose of HP Up Elixir, which you can use immediately to boost Shu's Max HP by 3, or save for one of the weakers characters who will be joining you soon. You can also search for items in the nearby rubble, but you won't find much.





MILESTONE 1 BATTLE THE LAND SHARK

Shu seems hopelessly outmatched, but fortune favors the brave. Attack the Land Shark twice, ignoring Shu's dwindling HP, and the second strike will expose a shining weak spot. Target that directly by pressing left on the analog stick, and your next hit should have a little more impact.

Shu may be impetuous, but even he wouldn't attack a Land Shark without back-up. Speak to Jiro and Kluke after the battle, and they'll ask you to lead the Land Shark back to their trap. It's a fine plan, but don't expect to the Land Shark to go down quietly...



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The Ancient Ruins

BARRIERS: x2 x0 x0 x0 x0



CHESTS

1. Thorn Grass
2. Medicine
3. Light Crystal
4. Medicine
5. Stone Necklace
6. Stone Bracelet
7. Phoenix Talon
B1. Bellybutton Ring of Fire

MILESTONE 2 EXPLORE THE ANCIENT RUINS

After surviving the Land Shark's wild ride, Shu will awaken at full health in the cavernous Ancient Ruins. Examine the remains of the Land Shark, where you'll make an alarming discovery, and then search for Jiro and Kluke, who have landed nearby. They'll join your party, and while neither is quite as strong as Shu, they'll give you the strength you need to defeat the cavern's Poo Snake guardians (if you've been saving the HP Up Elixir, you may want to use it on Kluke now). Before you rush into battle, head east towards the glowing blue cube, which will allow you to save your game. Then search the debris for supplies, and seek out strength-boosting accessories in the cavern rim's unguarded chests.



You'll find two mysterious blue barriers in the ruins: One around chest #8, and the other at the cavern's southwest exit. This riddle won't be solved for hours to come, but make note of whereever you see colored barriers, so that you can return for the treasure they guard later.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

SEEK ARMAMENTS ON THE CAVERN RIMS

The Poo Snakes (seriously, that's what they're called!) will be a whole lot easier if you equip a few accessories first. You'll find a power-boosting Stone Bracelet and a defense-boosting Stone Necklace on ledges on the outer rim of the cavern, in chests #5 and #6. The pathways to them begin in the southeast and west corners of the map, and are easy to find if you follow the perimeter. The ledges are also home to some ancient relics that can be searched for items and gold.





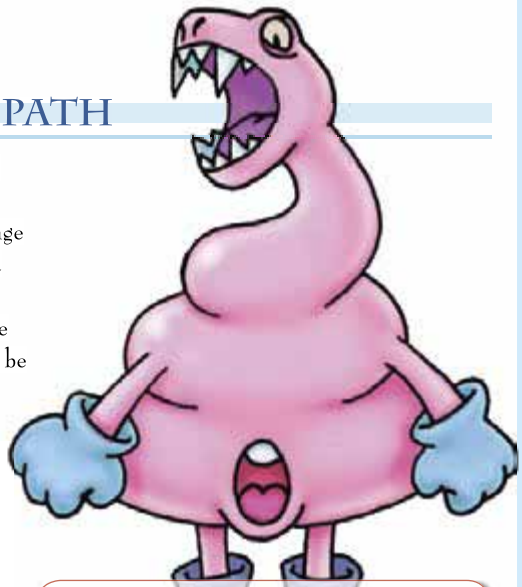
When exploring the rim that runs along the northwest corner of the cavern, take a moment to tilt your camera towards the western wall (you can control the camera with the right analog stick). There you'll find a spooky cave painting that tells the tale of some sort of massive beast. What can it mean?

SLAY THE MONSTERS TO REVEAL THE PATH

To escape the Ancient Ruins, you'll have to eradicate the four Poo Snakes that guard chests #1 through #4. To give yourself the first strike in combat, approach within a few footsteps of each snake and then press the X button to lunge at it. If you hit with the lunge, your party will go first in the ensuing battle, and you should be able to slay the snakes before they have a chance to retaliate.

When all four snakes have fallen, a new treasure chest will appear near the save spot. Don't open it if you aren't done exploring—as soon as you do, you'll be whisked off to your next destination





POO SNAKE 001

LEVEL: 1 HP: 8 MP: 0

Weak:	Water
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Mega Medicine





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The Flying Fortress

BARRIERS: x0 x0 x0 x0 x0

MILESTONE 3 SWIPE THE CREATURE COMPENDIUM

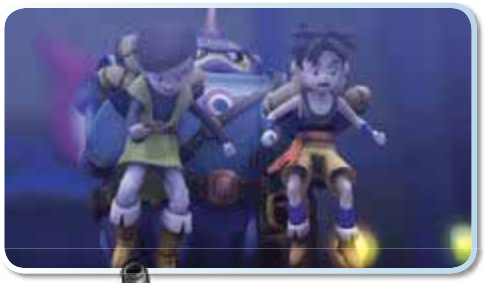
There isn't much in the room where the Land Shark ship docked, but you can grab a Creature Compendium out of a chest in the southwest corner. After claiming that, head back to the northern door, where the master of the Flying Fortress will summon you.

Your brief conversation with Nene will quickly turn into a battle you have no hope of winning. Don't waste your Phoenix Talons trying to revive your fallen allies—just lean back and let him crush you. He'll then dump you out of the Fortress, but a mysterious updraft will send you right back into it.









CHESTS

Creature Compendium

MILESTONE 4 THWART THE MECHA ROBO ARMY

You'll land in a circular room where four chests can be found in the outer walls. Help yourself to their contents, then approach the central pedestal, where a mysterious presence will give each of your characters a Light Sphere.

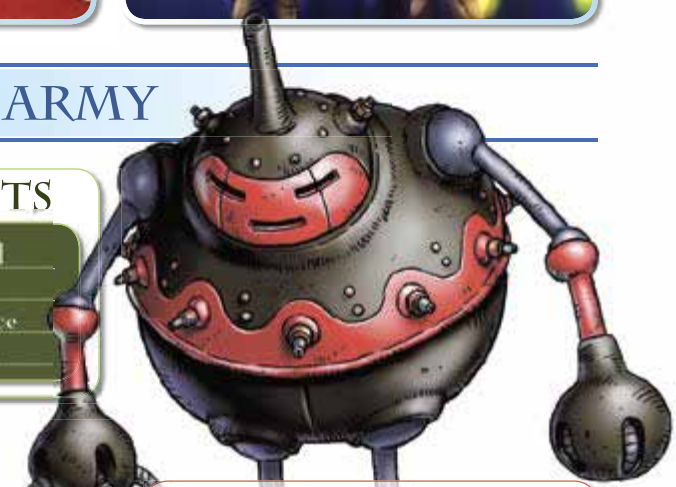
You won't have much time to analyze the situation before Nene's Mecha Robo army busts in to apprehend you. Save your game at the cube, then dash past them and out the open door to the north. You can slip by the Mecha Robos without a struggle if you try hard enough, but don't take any chances if one is blocking your way—lunge at it so you'll get to strike first in combat.

CHESTS

Light Crystal
Medicine
Stone Necklace
Medicine







MECHA ROBO 068

LEVEL: 2 HP: 10 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Poison Powder
Steal (Rare):	Light Crystal

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SHUTTING THE FORTRESS DOOR

When you flee down the hall, the robots will follow. Once Shu grabs the door handle and the bar appears on the screen, hammer the A button as fast as you can. This handle-turning mini-game will repeat three times, and if you aren't incredibly quick, a Mecha Robo or two will slip through the slowly closing door and force your party into battle. But if you can hit that A button so fast that not a single robot slips through, you'll earn a 5-point Xbox Live achievement!



LOOTING THE MECHAT BAY

Once you've sealed the door and trapped the Mecha Robo army in the hall, you'll find yourself in the Flying Fortress's Mechat Bay. The mysterious voice will again invite you to swallow the Light Spheres, but say no, and keep telling her no until you've thoroughly explored the room. While the Mecha Robos are trapped, search every pipe, cable, cable connector, and cabinet to reveal a treasure trove of gold, medals, and consumable items. Once you swallow the spheres, the Mecha Robos will break through the doors, and scouring the room will get a whole lot tougher.



MILESTONE 5 SWALLOW THE LIGHT SPHERES

You can't put it off any longer—gulp down those Light Spheres and awaken the shadows within! It will take a while before you understand the true power of your shadows, but you can get a preview by trouncing one (or all) of the oncoming Mecha Robos. When you tire of battle, try taking the Mechat for a spin.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



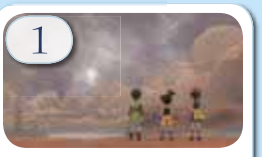
DISC 1

Quest 1

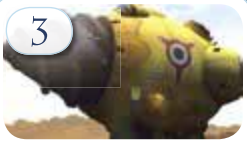
LOST IN THE WILDERNESS

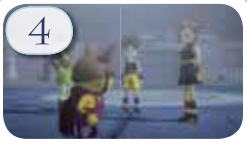
Shu and the gang have escaped from Nene's Flying Fortress, but the Mechat crash has left them stranded in unfamiliar territory. There are many dangerous creatures in the Lot Wilderness, but with the help of their new shadows, Shu, Jiro, and Kluke should be able to punch through and reach... the equally desolate wilderness on the other side. Well, it's a start.

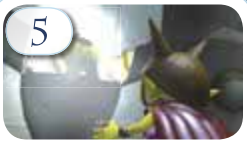
Milestones


1. Cross the Lot Wilderness


2. Find the Camp's Lost Sheep


3. Infiltrate the Drill Machine

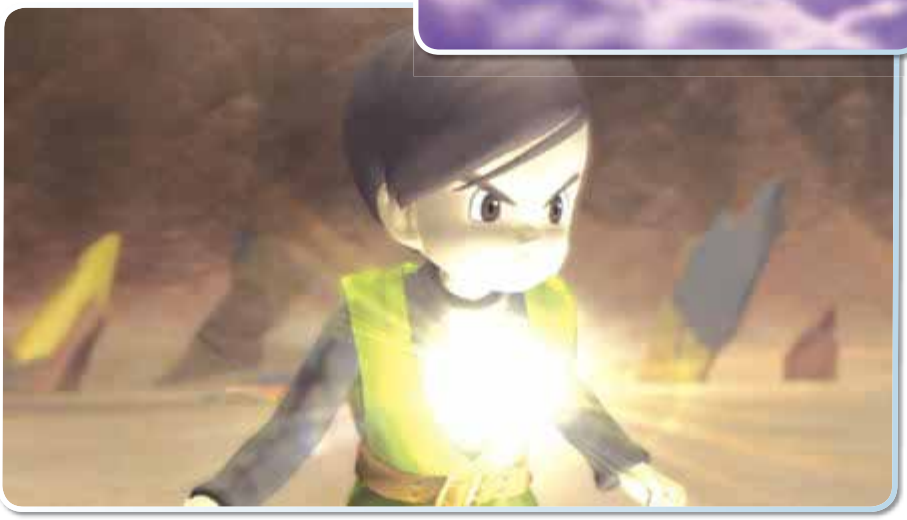

4. Follow Marumaro At the Ruins


5. Search for the Ancient Medicine

YOUR AWAKENED SHADOWS

After your crash landing, Jiro will realize that he now has the power to cure the party's wounds. In fact, everyone does—Jiro is simply the only one whose Shadow has been set to the White Magic class. Shu defaults to the Sword Master class, while Kluke defaults to Black Magic, but you can set any character to any class that you like. As they level up in that class, they'll be able to keep their skills even after they switch classes, so eventually you'll want to have even your dedicated White Magic user dabble in Black Magic long enough to learn the MP Regenerate skill.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Mechat Crash Site

BARRIERS: x0 x0 x0 x0 x0

CHESTS
(at Mechat Crash Site)

1. Medicine
2. Magical Medicine
3. Antidote
4. Ruby
5. Stone Bracelet

CHESTS
(on overworld map)

Medicine
Magical Medicine
Antidote



SEARCHING THE MECHAT CRASH SITE

Shu has thoroughly wrecked the Mechat, but at least he picked a nice place to crash. The crash site is free of enemies, and it has a small pond where you can enjoy full HP and MP recovery any time you visit. There's also a save spot, five treasure chests, and plenty of items to search. Examine every stone, pebble, and dead tree to find some useful recovery items, then push aside the broken-off Mechat Wing that's blocking the exit to the northwest. After claiming the Crash Site's final treasure, you'll end up in a small patch of overworld with a few enemies, three more chests, and the entrance to the Lot Wilderness area.

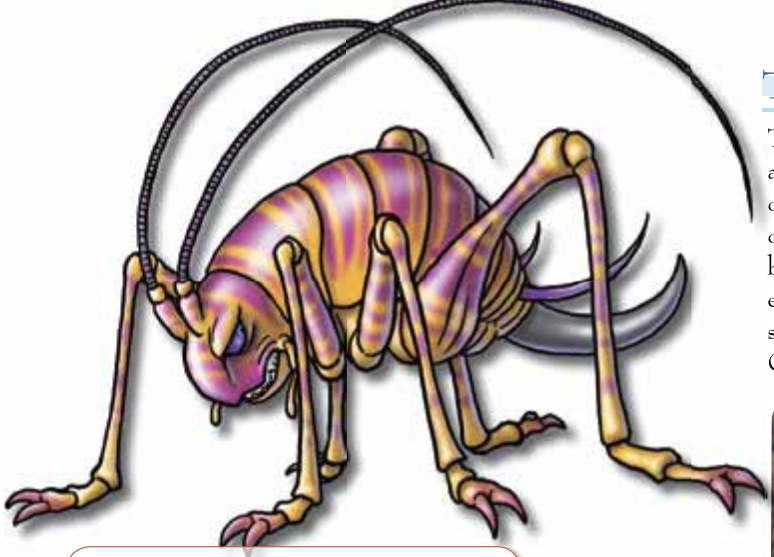






"Blue Dragon" PRIMA OFFICIAL GAME GUIDE
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Ancient Katydid 043

Level: 2 HP: 24 MP: 0

Weak:	Fire
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Mega Medicine

Triggering Monster Fights

The small patch of land connecting the crash site to the Lot Wilderness is an ideal place to experiment with an important new game mechanic. Instead of approaching foes to battle them individually, your party leader can spread out an Encounter Circle with the right trigger and fight every foe inside of it by selecting "Fight All Enemies". If two of those monster groups are natural enemies, they'll turn on each other instead of focusing on you! Try it out by snaring a Poo Snake and an Ancient Katydid within the same Encounter Circle—The Katydid will attack the Poo Snakes before they attack you.



LOCATION



The Lot Wilderness - East

BARRIERS: x1 x0 x0 x0 x0

CHESTS

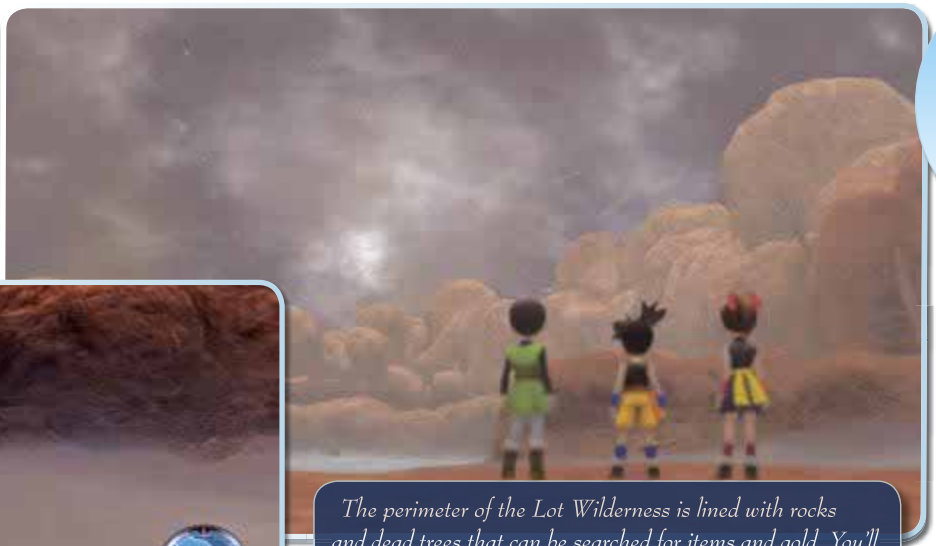
1. Thorn Grass
2. Lv 1- Flare
3. Deodorant
4. 200 Gold
5. Antidote
6. Stone Earring
7. Magical Medicine
8. Phoenix Talon
9. Magical Medicine
10. 300 Gold
11. Stone Ring
12. Antidote
13. Emerald
14. Fresh Garlic
B1. Cross Trainers



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 1 CROSS THE LOT WILDERNESS

To return to civilization you'll have to cross the Lot Wilderness, a barren desert that's rich in treasure but full of hostile creatures. Worse yet, something is brewing on the horizon—is that a natural sandstorm, or a sign of Nene's influence?





The perimeter of the Lot Wilderness is lined with rocks and dead trees that can be searched for items and gold. You'll also find obelisk-like rocks that will topple over with one good shove, often revealing items beneath.

MAKE A BRIDGE TO THE FLARE SPELLBOOK

A pair of dead trees have survived the wilderness sandstorms, but the dry air has reduced them to rotted husks. A simple shove from your party leader will send them crashing down, creating a handy bridge to the lower ledges of the surrounding cliffs. The first leads to Chest 2, which holds the Flare spellbook. (As long as that spellbook is in your inventory, every character capable of casting Black Magic can use it.) The second tree bridge leads to Chest 10, which contains 300 gold.





CHARGING SPELLS FOR MAXIMUM EFFECT

Your shadows come pre-installed with a pair of basic spells: Heal for the White Magic class, and Wind for the Black Magic class. Compared with Flare, Wind typically deals less damage against a single target. But if you charge Wind while casting it, its area of effect will expand as you hold down the button (as will its casting time). If you charge it long enough, you can hit all the foes on the battlefield! Charging the Flare spell will boost its damage (and reduce its casting time, if you hit the sweet spot of the charge meter), but it can only ever hit a single target.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

FIGHTING YOUR WAY UP THE FOOD CHAIN

Feeding Poo Snakes to Ancient Katydids is always fun, but who's gonna eat the leftover Katydids? Fat Rats, that's who. These powerful foes love to snack on Katydids, so arrange Monster Fights whenever possible. Instead of attacking the Katydids yourself, focus your attacks on weakening the Fat Rat so you'll be able to finish it quickly when it's no longer of any use to you. If you can't kill it immediately, it may summon another Fat Rat when it runs out of Katydids and turns its fangs on you.







FAT RAT 162

LEVEL: 4 HP: 104 MP: 0

Weak:	Fire
Resists:	Light
Steal (Common):	Fresh Garlic
Steal (Rare):	Stout Garlic

FREE HEALING IN THE WILDERNESS

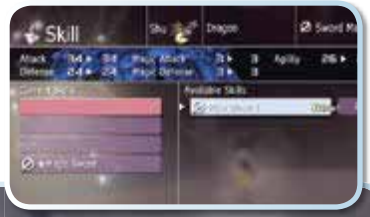
Smirking Scorpions are even more dangerous than Fat Rats, since they can't be tricked into Monster Fights and their attacks often inflict poison. Fortunately, Jiro has your back—as soon as you see the first scorpion, approach the chest it guards to trigger an event in which Jiro fully heals the party. Don't hold back after that, since more healing awaits at the nearby Sheep Camp.



UNLOCK NEW CLASSES AT LEVEL 5

When your characters hit level 5, each will be allowed to unlock a new Shadow Class. At this point, Monk is a great choice for fighters, and the Assassin class offers some nice early benefits too. But it's a good idea to unlock the Generalist class early—leveling up that class is the only way to earn new Skill Slots. (But don't make everyone a Generalist at the same time, since the class has all-around lousy stats.)

Don't forget to equip your skills as you learn them. Basic skills like Magic Sword are equipped automatically, but optional skills like Mow Down are not.





SMIRKING SCORPION 064

LEVEL: 3 HP: 68 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Antidote
Steal (Rare):	Mega Medicine



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOCATION

Sheep Tribe Camp

BARRIERS: x1 x0 x0 x0 x0

CHESTS

1. Sleep Powder
2. The Way of the Thief
3. Magical Medicine
4. Sapphire
5. Ancient Warrior's Bracelet



MILESTONE 2 FIND THE CAMP'S LOST SHEEP

Goods & Services

INN

Overnight Stay	18G

ACCESSORY SHOP

Stone Bracelet	100G
Stone Ring	80G
Stone Necklace	150G
Stone Earring	60G

SPELL SHOP

Black Lv 1/Flare	600G
Black Lv 1/Water	450G
Support Lv 1/Power	500G
Barrier Lv 1/Shield	500G

ITEM SHOP

Medicine	30G
Magical Medicine	250G
Phoenix Talon	100G
Deodorant	20G
Fresh Garlic	80G

Sheep Tribe Camps offer a welcome opportunity to heal, save, and buy supplies. But the tribespeople here have a favor to ask in return—a tribesman named Donpa has lost his way in the west section of the Lot Wilderness, and his friends want someone to investigate. You're heading that way anyway, so keep an eye out for Donpa.



PURCHASE A WATER SPELLBOOK

The Sheep Tribe merchants offer a valuable opportunity to buy medicine and Phoenix Talons, and to fill out your heroes' equipment sets with whatever stone accessories they're missing. But the big prize is the Water spell, which can hit an entire horizontal row of foes—and you don't even need to charge it first! The other spells should probably be ignored for now, unless you've chosen Support or Barrier Magic for one of your character's unlockable fourth classes.



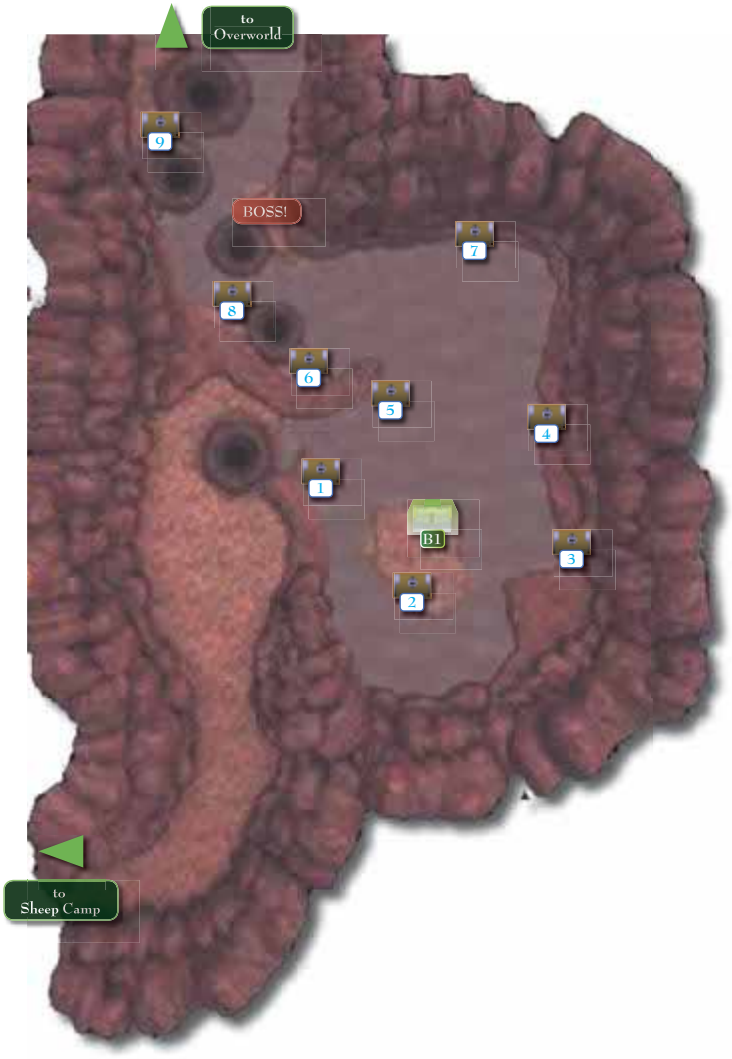
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The Lot Wilderness - West

BARRIERS: x0 x0 x1 x0 x0



CHESTS

1. Fresh Garlic
2. Copper Bracelet
3. Stout Garlic
4. Thorn Vines
5. Kelolon Powder
6. Light Crystal
7. Amethyst
8. 500 Gold
9. Copper Earring
B1. Bellybutton Ring of Water

THE CRATERED LANDSCAPE OF THE WESTERN WILDERNESS

The western half of the Lot Wilderness has been scarred by nearly half a dozen mysterious craters. These craters are rimmed by loose rocks that can be searched for items, free EXP and a permanent Agility Boost for a chosen character. Make sure to carefully search the perimeter of each crater, as they're often used to conceal chests. For example, to get the Copper Earring in Chest 10, you'll have to circle around the final crater after beating the boss, taking care not to accidentally leave the map by wandering too far north. If you're wondering what has ravaged the landscape so, you'll find the answer waiting past the north exit of the Lot Wilderness.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

GETTING THE JUMP ON GREEN GRUNTS



Reptilian Green Grunts guard treasure chests with sword and shield drawn. They'll block your lunges with their shields, but the impact will stun them just long enough for you to slip around and hit them again from behind. You'll get a back attack every time!





In combat, you can disarm a Green Grunt by hitting it with any Magic Sword technique. Once it drops its blade, its attack power will be cut by half.

GREEN GRUNT 136

LEVEL: 6 HP: 162 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Thorn Vines
Steal (Rare):	Fresh Garlic

TAKE DOWN THE FLAMBOYANT DINORAM





When your see the "Checkpoint" text pop up near the end of this map, take a step back and heal all your characters, because you're only a step or two away from the game's first boss. The Flamboyant Dinoram is sluggish but powerful, and your normal attacks don't do much damage to its scaly body. The trick is to attack its horn, where it's weakest, but only spells and spell-like items (like Rubies) can target it. Once you do hit it with a spell like Flare, the Flamboyant Dinoram will lower its head and expose its horn to physical attacks until its next turn. This makes timing important; have your Black Magic user charge up so that his or her spell will be cast immediately after the Dinoram's turn, ensuring the horn is exposed for the entire turn.

If you have trouble with this fight, there's a pretty easy solution. When you continue, switch everyone to Black Magic class and kill a few nearby foes to level them up to Rank 4. Then everyone will be able to cast Flare directly at the horn, and the Dinoram won't stand a chance.



FLAMBOYANT DINORAM 261

LEVEL: 4 HP: 320 MP: 0

Attack:	80
Defense:	20
Mag. Attack:	0
Mag. Defense:	0
Speed:	10

Weak:	—
Resists:	Earth, Light
Steal (Common):	Ancient Scale
Steal (Rare):	Silver Bracelet



Donpa doesn't have much to say, but he'll offer a Light Crystal (which restores the party's HP) and a Shadow Crystal (which restores the party's MP) by way of his thanks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

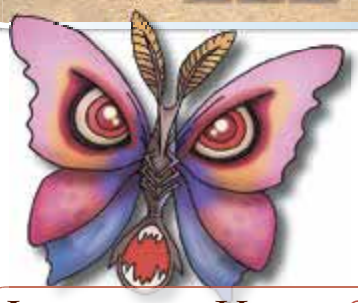
THE NORTHERN COAST OF THE WILDERNESS

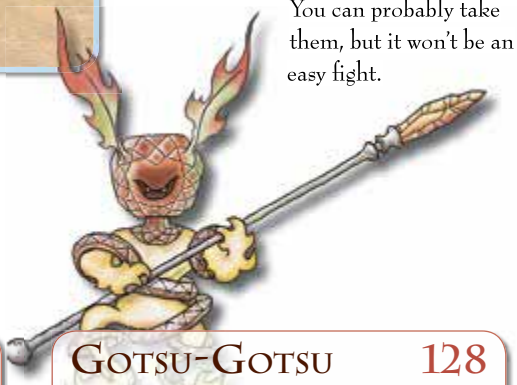
You'll emerge from the Lot Wilderness at the northern coast of the continent. When you open the nearby chest (with a Vitality Elixir) you'll notice a shiny yellow Drill Machine on the horizon. But before you investigate, explore this wide stretch of the overworld. If you head to the east, you'll find a path that will take you to another Vitality Elixir, guarded by new and easily beatable Apcoloypse Moth enemies. But the path ends at a sleeping Lazy Bear, and if you challenge it, it will almost certainly destroy you. Those who insist on getting past it will need to do a lot of leveling up—the rest of us will want to turn around and head back towards the Drill Machine. This time, pass it on the left and follow the cliffs southwest of it. There you'll find a series of chests with minor items, but don't go too far, or you'll run into spear-wielding Gotsu-Gotsu enemies. You can probably take them, but it won't be an easy fight.













APOCALYPSE MOTH 053

LEVEL: 13 HP: 80 MP: 250

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Poison Powder
Steal (Rare):	Sleep Powder

GOTSU-GOTSU 128

LEVEL: 12 HP: 160 MP: 500

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Sapphire
Steal (Rare):	Grand Sapphire

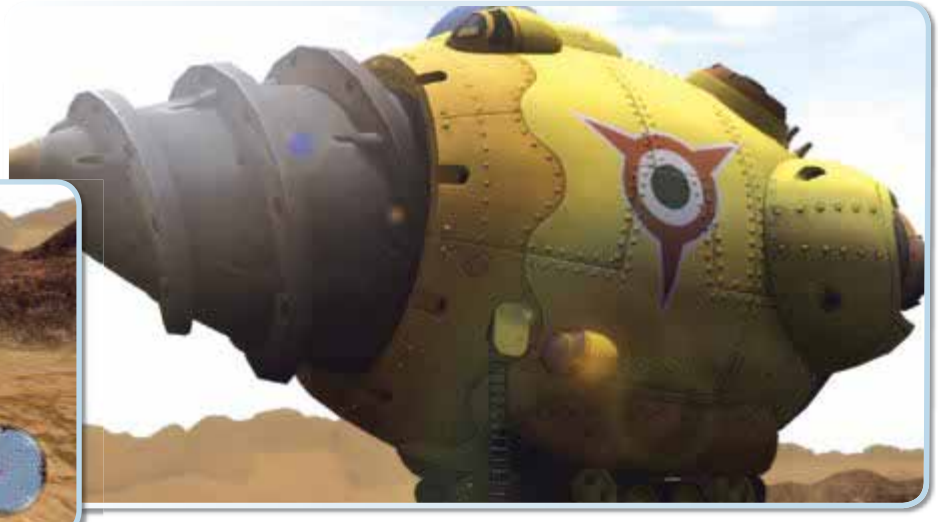
LAZY BEAR 205

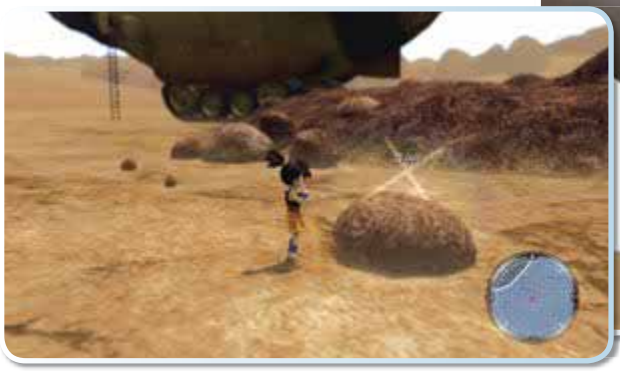
LEVEL: 17 HP: 544 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Fresh Garlic
Steal (Rare):	Stout Garlic

MILESTONE 3 INFILTRATE THE DRILL MACHINE

When you're done exploring, approach the Drill Machine, but don't shimmy up the ladder until you've thoroughly explored the small area around it—you'll find loot in the scattered rocks and even in the driller's treads.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Drill Machine

BARRIERS: x1 x0 x0 x0 x0



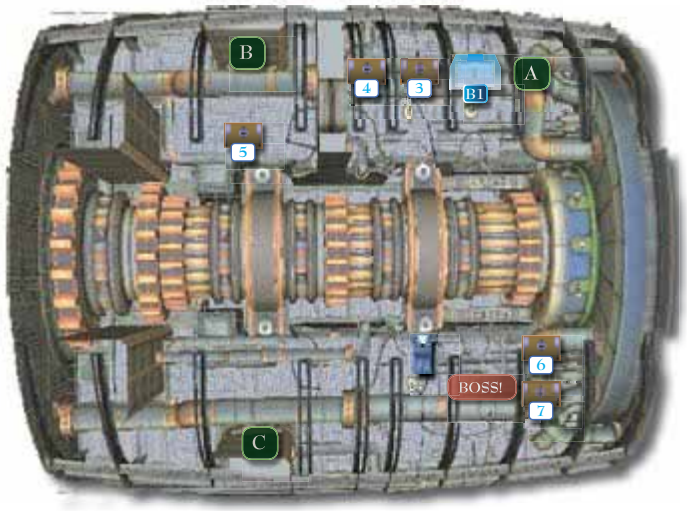
Level 1



CHESTS

1. Medal x 1
2. Phoenix Talon
8. Sapphire
9. No-Ghost Device
10. Light Crystal

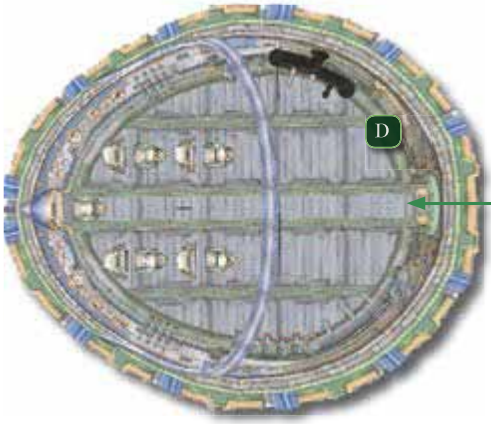
Level 2



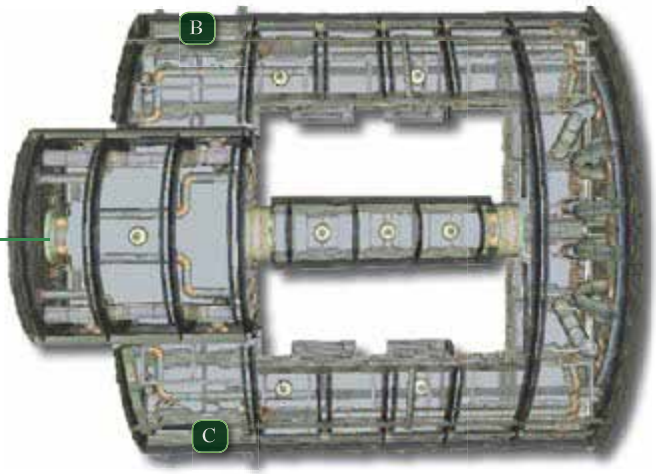
CHESTS

3. Mega Medicine
4. Medals x2
5. Medals x 3
6. Ruby
7. Medals x 5
B1. Ancient Warrior's Necklace

Cockpit



Level 3



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HIT THE MECHA ROBO SHOPS

Fear not the Robos that hang out on the first floor, as they'll happily offer their healing and mercantile services to your party. If you can afford it, you can upgrade everyone from Stone accessories to Copper, and you can pick up the handy Cure Poison spell for your White Magic users. A healthy shot of Electro-Wave Healing will erase your wounds and refill your MP, so check back here often.



Goods & Services

INN

Electro-Wave Healing	18G

ACCESSORY SHOP

Copper Bracelet	200G
Copper Ring	220G
Copper Necklace	300G
Copper Earring	120G

SPELL SHOP

White Lv 1/Cure Poison	600G
Black Lv 1/Flare	600G
Black Lv 1/Water	450G
Support Lv 1/Power	500G
Barrier Lv 1/Shield	500G

ITEM SHOP

Medicine	30G
Magical Medicine	250G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Fresh Garlic	80G

SEARCHING THE DRILL MACHINE VENTS

The first few floors of the Drill Machine are free of enemies, so you can take your time and search every pipe, hose, and wall-mounted duct. There are a ton of things to find here, including three "EXP +50" bonuses that should put your whole team up a level if you spread them around. There's also a booby-trapped vent that will damage you when you search it, but it will only cost you a single HP.



FIGHT YOUR WAY TO THE COCKPIT

On the third floor, you'll begin to encounter opposition from Medic Maintenancers and their Intercept Electrogue henchmen. The Electrogues are the attackers in the group, while the Maintenancer heals and uses Waterproofing to boost the Electrogues' resistance to Water attacks. No matter—even if you can't sweep them away with a tidal wave, you can always wipe them out with Mow Down attacks.

The middle fork of the third floor leads to the cockpit, where you'll find the door locked but hear a voice beyond it. A pack of Mecha Robos will appear to force you away, but they won't do a very good of a job of it.







Intercept Electrogue 058

Level: 5 HP: 64 MP: 0

Weak:	Water, Wind
Resists:	Earth, Light, Dark
Steal (Common):	Kelolon Powder
Steal (Rare):	Sleep Powder

Medic Maintenancer 060

Level: 6 HP: 68 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	No-Ghost Device
Steal (Rare):	Prismatic Crystal

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

SHORT OUT THE WINKING PATROLLER





The Winking Patroller Robo controls the Cockpit lock, and can be found at the end of floor 2B (that's the southern part of the map, accessable via the elevator in the south fork of level 3F). The Patroller is much tougher than its Medic brethren, but you can keep it constantly off-balance by using elemental spells and Magic Sword attacks that cause it to overheat or short out. That will force it to waste its turns maintaining itself, and hand you an easy victory.



Out of gratitude for sparing its life, the Maintenancer will unlock the cockpit door and give you 23 Warp Keys. You can use the keys to activate the nearby Warp Device, and 22 Warp Devices you'll encounter in the future.

WINKING PATROLLER 260

LEVEL: 10 HP: 512 MP: 0

Attack:	0
Defense:	15
Mag. Attack:	10
Mag. Defense:	0
Speed:	160

Weak:	Water
Resists:	Light, Dark
Steal (Common):	No-Ghost Device
Steal (Rare):	Prismatic Crystal

SURVIVE MARUMARO'S TEMPER TANTRUM

Back in the cockpit, you'll find a shadow-user named Marumaro waiting. He's obviously no friend of Nene's, and will attack you simply for making the accusation. This battle will end automatically after two full turns, so there's no point wasting resources or even attacking—doing so will just provoke Marumaro's counterattacks. Defend and wait it out.



After the battle, the Drill Machine will bore its way down to its destination, an ancient hospital where Marumaro seems to have some pressing business. He'll ditch you in the cockpit—give its chairs and wall-mounted pipes a thorough search (the loot includes an SP +10 bonus) before you open the side door and follow him down to the Drill Machine's 1st floor exit door. While you're down there, open the door to the central area of the first floor and save your game, since it will be a while before you find a save spot in the hospital.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOCATION

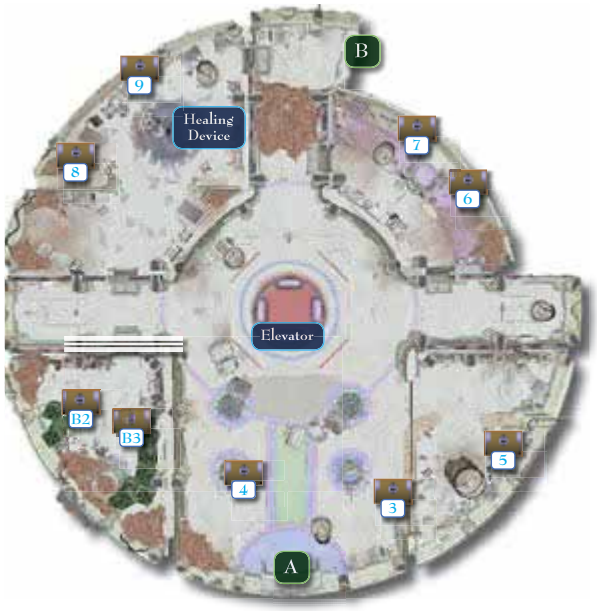
Ancient Hospital Ruins 1f-2f

BARRIERS: x 1 x 0 x 0 x 1 x 0

Entrance



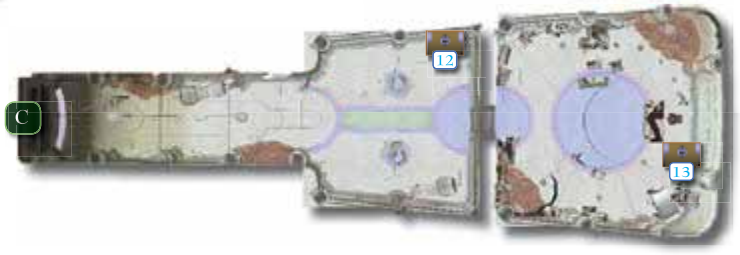
Level 1



Level 2



Head Doctor's Office



CHESTS

1. Mega MP Up Elixir
2. Mental Surge
3. Vitality Elixir
4. Mobility Balm
5. HP Up Elixir
6. Mega Magical Medicine
7. Magical Medicine
8. Lv 1 - Shine
9. Invisibility Elixir
B2. Lv 5 - Slowus
B3. Lv 6 - Trapfloorus

CHESTS

10. Magical Medicine
11. Head Doctor's Office Key
12. Vitality Elixir
13. Magic Crystal Ring
14. Silver Ring
15. Silver Bracelet
16. 300 Gold
17. Invisibility Elixir
18. Mega Magical Medicine
19. Mega Magical Medicine
20. Ultra Medicine
21. Ultra Medicine
B1. Ancient Warrior's Earring

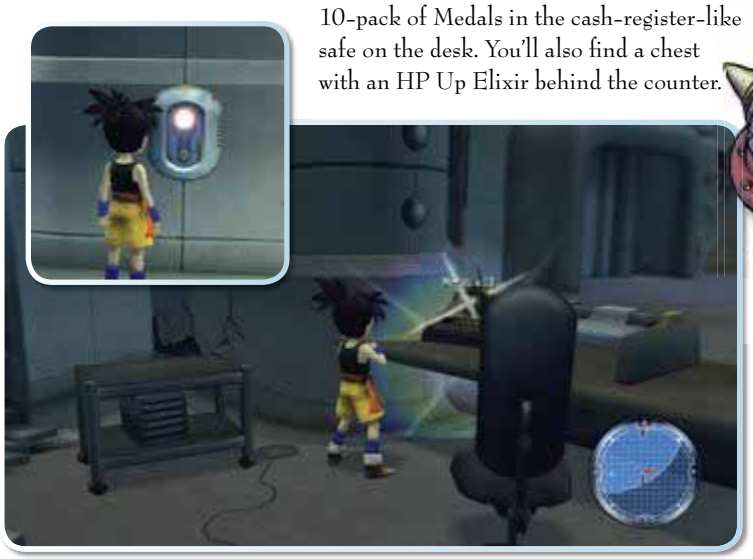
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 4 FOLLOW MARUMARO AT THE RUINS

You'll descend right outside of the Ancient Hospital Ruins, but don't rush in before you search between the Drill Machine's treads. There you'll find a hidden chest with a Mega MP Up Elixir that can permanently increase a character's MP max by 10 points.

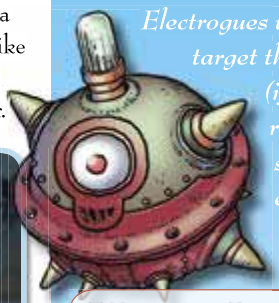
RAIDING THE HOSPITAL LOBBY

When you step through the door, look to the right, where you'll find a light switch. You can hit it to make exploring easier or keep it off to make it easier to avoid enemy detection—it's up to you. The switch is near the hospital's reception area, where you'll find tons of things to search, including chests of drawers you can search repeatedly. There's some great loot here, including a 10-pack of Medals in the cash-register-like safe on the desk. You'll also find a chest with an HP Up Elixir behind the counter.



DON'T TRIP THE HOVER ALARMS

The lower floors are guarded by Hover Alarms, which are a pushover if you can hit them from behind. But if they nab you with their red alarm beam, they'll summon Intercept Electrogues to attack you. They can keep summoning Electrogues while you fight, so target the Hover Alarms first (if they're in the back row, you'll need to use spells) or you could end up battling them all day long.



HOVER ALARM 055

LEVEL: 5 HP: 48 MP: 0

Weak:	Water, Wind
Resists:	Earth, Light, Dark
Steal (Common):	No-Ghost Device
Steal (Rare):	Prismatic Crystal

CUT THROUGH THE NORTHWEST ROOM

There are three rooms that connect to the first floor lobby. The one to the southwest is protected by a white barrier (similar to the green and blue barriers you've seen protecting chests in earlier areas), and won't be accessable anytime soon. So raid some minor treasures from the northeast room, then thoroughly explore the northwest room. There you'll find a Healing Device that will completely refill your HP and MP each time you use it.

You'll also find lots of things hidden in the furniture and medical equipment, as well as chest that holds the Lv 1 Shine spell. It's a great treasure, but opening the box will generate an Electrogue behind you—use your Encounter Circle to initiate the fight without accidentally backing into it. When you've thoroughly looted the room, leave through the door on the east side to find the stairs to the second floor.





Shine is a rare offensive White Magic spell (and also the source of the Shine Sword Magic Sword attack). Most normal enemies are immune to it, but it can be extremely effective against ghosts and demons.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SEARCH FOR A KEY IN THE DARKNESS

When you reach the second floor, hang a right and open the door on the left wall (across from the door blocked by a Blue Barrier). Even if the lights are on on the rest of the floor, this room will be dark—but you'll need to wade in a ways and look for the glowing red dots that marks its position. With the lights on, it should be no trouble to find the chest that contains the Head Doctor's Office Key. Grab it, then leave the room, hang a right, and run towards the darkness.





Beware of ghosts that are revealed when you flip on the lights! If you get caught in a battle with a Midnight Ghost, use your new Shine spell or Shine Sword technique to end it in a hurry.



MIDNIGHT GHOST 179

LEVEL: 7 HP: 64 MP: 210

Weak:	Light
Resists:	Dark
Steal (Common):	Invisibility Elixir
Steal (Rare):	Mega Invis. Elixir

CRACK THE HEAD DOCTOR'S SAFE

There's a big, juicy chest here that holds a Magic Crystal Ring, which can boost your Black Magic user's Magical Attack power by 60 and offers a small bonus to Magical Defense as well. But don't open the box yet—first, search the furniture in the room until you've found all the loot, which includes a few medals, an EXP +100 bonus and the Safe Key. Use the key to open the safe on the Head Doctor's desk, and you'll score a Mega HP Up Elixir, a Black Magic Heart, and a White Magic Heart. (Don't use the hearts yet—wait until you hit the higher ranks in either class.)



After raiding the safe, open the chest and grab your ring. Lifting the lid will generate four Midnight Ghosts, but if you've already cleared the room you'll have no need to hang around and fight. You can head straight to the door and avoid most of them.





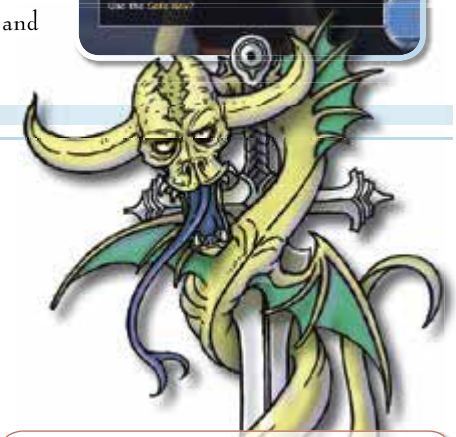
FIND THE STAIRS TO THE THIRD FLOOR

If you haven't already, venture into the center of the room to grab a Silver Ring (past the door with the Blue Barrier), then return to the outer hallway and follow it south, past a Hover Alarm. Hit the light switch at the end of the hall (if you like), then enter the other side of the central area and tackle the Wandering Wrath. It's among the toughest foes in the hospital, so get the jump on it and blast it with spells before it can start cutting your guys down. (The chest it guards holds a Silver Bracelet.)

Make your way west, where you'll find a second dark room with a well-hidden light switch and a pair of treasure chests. Beyond that you'll find the stairs to the third floor.







WANDERING WRATH 198

LEVEL: 9 HP: 224 MP: 200

Weak:	-
Resists:	Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Magic Eilixir

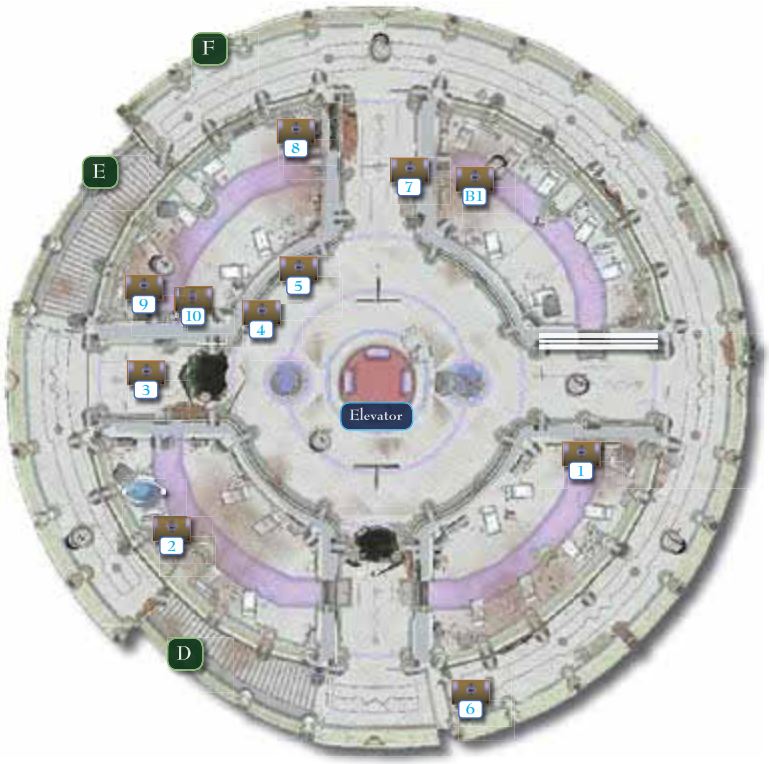
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOCATION

Ancient Hospital Ruins 3f

BARRIERS: x0 x0 x0 x1 x0

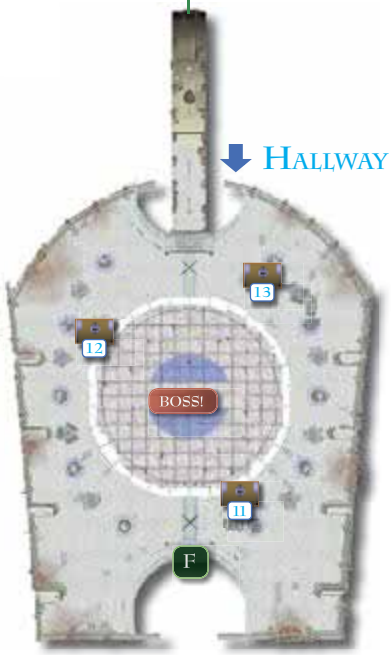
Level 3



Urn Room



Hallway



CHESTS

1. Silver Necklace
2. Medals x 5
3. Phoenix Talon
4. Silver Earring
5. MP Boost Elixir
6. Treasure Chest Key
7. Poison Powder
8. Shadow Crystal
9. Kelolon Powder
10. Magic Crystal Necklace
11. Magic Crystal Bracelet
12. Kelolon Powder
13. Medals x 7

B1. Lv 5 - Shellus

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

PIT WOLF AGAINST WOLF TO CLEAR THE WAY



The path from the stairs dead ends at a deep pit, leaving you with a choice of two darkened rooms at either side of the hallway. In the room to the right, you'll find a Silver Necklace. In the room to the left, you'll find five medals, a save spot, and a hole in the wall that leads to the third floor's outer hallway.

There's a Snow Wolf Ghost on the other side of that hallway, so stay back and watch it from a distance, then dash through the hole when it's looking the other way. Run forward to lure out the Flame Wolf Ghost, then lead it back to the Snow Wolf Ghost. Snag both in the same Encounter Circle and select "Fight All Enemies" to trigger a Monster Fight that will transform both powerful foes into lowly Scavenger Wolf Ghosts.







Scavenger Wolf Ghost 038

Level: 5 HP: 40 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Antidote
Steal (Rare):	Mega Medicine

Flame Wolf Ghost 039

Level: 9 HP: 280 MP: 0

Weak:	Water
Resists:	Fire, Light
Steal (Common):	Ruby
Steal (Rare):	Grand Ruby

Snow Wolf Ghost 040

Level: 9 HP: 280 MP: 0

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Sapphire
Steal (Rare):	Grand Sapphire

REACTIVATE THE CONTROL ROOM ELEVATOR

Grab a Phoenix Talon at the other end of the hall, then take the stairs to a new region of the second floor. Battle a Wrath if you like—it protects an Ultra Medicine, Mega Magical Medicine, and a light switch—then step into the darkened control room beside the staircase. When you hit the lights, you'll notice a number of computer terminals. Examine each one until you find the one that works, and use it to reactivate the elevators and spawn a pair of Midnight Ghosts behind you.

Once you've cleared a path to the exit, leave through the right of the two doors to emerge in the central area of the second floor. Run past the blue-barrier door and hang a left to return to the first floor, where you can again heal at the Healing Device. Summon the elevator from the 1st floor lobby, and ride that to the blocked-off central area of the third floor.



MEDDLE IN THE GHOST WOLF TURF WAR

The central area is home to a pair of Snow Wolf Ghosts and another pair of Flame Wolf Ghosts. You know what to do—lure the Flame Wolves carefully back to the Snow Wolves that are guarding the chests, set up a Monster Fight, and then repeat the process. Loot the chests, then exit to the outer hallway and travel clockwise until you reach the dead end to the south. Run fast when the Flame Wolf Ghost appears behind you so you can trigger another Monster Fight with the Snow Wolf Ghost at the end.



The chest guarded by the Snow Wolf Ghost contains a Treasure Chest Key, which can be used to open the chests in the room in the northwest section of the map. There you'll find a Shadow Crystal, Magic Crystal Necklace, and Kelolon Powder. At the door directly opposite of that room (the double door with the purple stripes), you'll trigger a checkpoint. You know what that means—last chance to return to previous floors for healing before you battle a boss.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DOUSE THE ICEFIRE WOLF GHOST

You'll find Marumaro battling a half-fire, half-ice Wolf Ghost. You ultimately have no choice but to help him, so make sure you have at least two characters who can use elemental attacks (from the Black Magic or Magic Sword skill) before you open the door to the Ancient Hospital Ruins Hall.

At the start of the fight, the boss will change its element to either fire or water (ice). Pay close attention, and hit it with the opposite ability for heavy damage. As a counter, the wolf will then change its type again, forcing you to alternate between Fire and Water spells and Magic Sword attacks. Ideally, arrange your order (by charging) so that your Magic Sword user is hitting with Water, and your Black Magic user is hitting with Flare. Your third character should focus on healing, since either form of the wolf is capable of dealing 60-70 damage per hit.





ICEFIRE WOLF GHOST 263

LEVEL: 6 HP: 800 MP: 0

Attack:	80
Defense:	10
Mag. Attack:	75
Mag. Defense:	45
Speed:	5

Weak:	Light, Fire/Water
Resists:	Earth, Dark, Fire/Water
Steal (Common):	Shadow Crystal
Steal (Rare):	Silver Ring

MILESTONE 5 SEARCH FOR THE ANCIENT MEDICINE



Extend the hand of friendship to Marumaro, and he shall extend to you the Dance of Friendship… briefly. Then he'll dart off to the Urn Room to search for the medicine that brought him here in the first place. Loot the hall for treasures, then follow Marumaro to the north, pausing only save your game and activate a Warp Device.

There are a million places to search in the Urn Room, and lots of items to find. You'll mostly find single gold pieces, but there's also plenty of Medals and a few handy items, including a Phoenix Talon. Search the northeast corner last, because that's where the medicine actually is, and as soon as Marumaro gets his hands on it, you'll have no choice but to follow him back to the Drill Machine, or be stranded underground forever. But if you did miss any items by finding the medicine too soon, you can always warp back here later.



The urn shown above is the one with the medicine. Don't search it till you're ready to leave the area.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



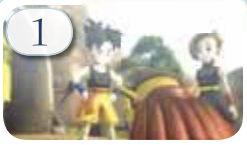
DISC 1

Quest 2

CURING THE DEVEE PLAGUE

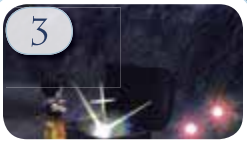
After finding the ancient medicine, Marumaro points the Drill Machine west to bore a hole through the mountain range that separates the village of Lago from the northern coast. Will he be able to administer the medicine in time? Could a medicine from a lost civilization really be the cure for a modern-day malady?

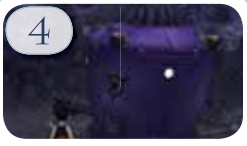
Milestones

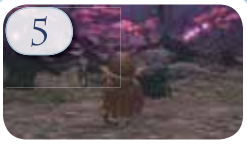
1

Search for Marumaro

2

Traverse the Undersea Cavern

3

Find the Spirit of the Elder Tree

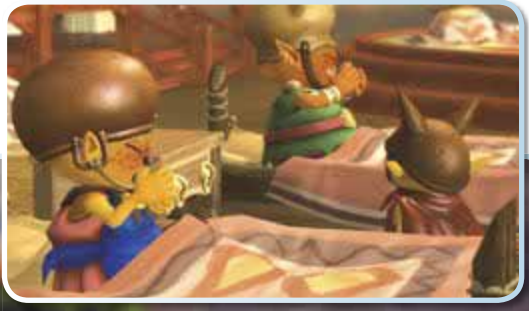
4

Shut Down the Gas Machine

5

Take a Gabo Flower from King Ghost

TROUBLE IN THE DEVEE HOMELAND

Lago Village is perfectly welcoming to strangers, and the Devee aren't nearly as weird as your experience with Marumaro may have lead you to suspect. Save your game after you disembark from the Drill Machine, then speak with the Devee elder and follow him into the Town Hall. There Marumaro will administer the medicine to the ailing townsfolk, but with disappointing results. The bad news takes a turn for the worse when a guard reports that violet clouds are rolling in...







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Lago Village

BARRIERS: x0 x0 x0 x0 x0





CHESTS

1. Medals x 7
2. Grand Shadow Crystal
3. Medal
4. Ordeal Ring (locked)
5. Fire Ring (locked)
6. Ordeal Earring (locked)
7. Medicine
8. Shadow Crystal

Town Hall



HIDDEN TREASURES OF LAGO VILLAGE

There are only a few unlocked treasure chests in Lago Village, but there are plenty of items for avid searchers to find. Make sure to examine the rocks near the entrance, the furniture in the Town Hall, the waterfall basins, the water wheels, the target-shaped decorations on the upper level, the candles in the tunnel, and all of the objects in the shops. Don't be discouraged if you come up with a bunch of "Nothings"—you'll learn soon that Nothings are something too.



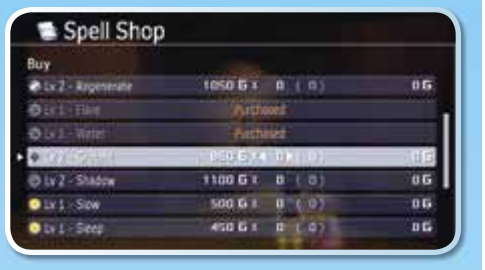


CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

UPDATE YOUR SPELL REPERTOIRE

Accessory and Item Shops are up and running in the upper part of the town, but Lago Village's well-stocked Spell Shop has moved into the Town Hall.



Goods & Services

INN

Overnight Stay	18G

ACCESSORY SHOP

Silver Bracelet	400G
Silver Ring	450G
Silver Necklace	600G
Silver Earring	320G

SPELL SHOP

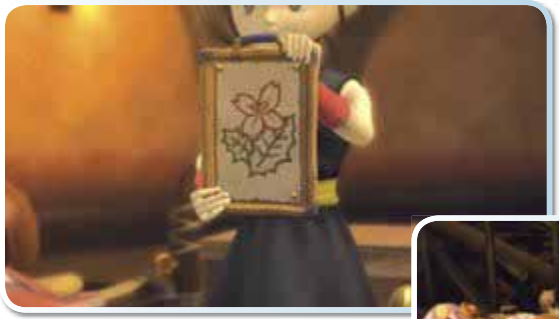
White Lv1/Cure Poison	600
White Lv1/Shine	550
White Lv2/Cure Kelolon	1000G
White Lv2/Regenerate	1050G
Black Lv1/Flare	600
Black Lv1/Water	450
Black Lv2/Ground	850G
Black Lv2/Shadow	1100G
Support Lv1/Slow	500G
Support Lv1/Sleep	450G
Support Lv2/Quick	950G
Barrier Lv1/Shield	500
Barrier Lv1/Shell	500G
Barrier Lv2/Trapfloor	900G

ITEM SHOP

Medicine	30G
Magical Medicine	250G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Fresh Garlic	80G

MILESTONE 1 SEARCH FOR MARUMARO





After the medicine fails to heal his people, Marumaro runs off in despair. To find him, follow the thin ramp that leads from the roof of the Town Hall to the upper tier of homes, and travel to the cave at the end. Take the left fork, and you'll discover a bawling Marumaro at the overlook.

After cheering up your strange Devee friend, regroup at the Town Hall. Kluke will suggest you seek out a Gabo Flower, and the Devee Elder will point you in the right direction: the Forest of the Dead, on an island to the south. At this point, Marumaro will officially join your party.



When Marumaro joins your party, he'll be at the average level of the rest of the group. He comes with a focus on the Monk Class (10 ranks) but has 3 ranks a piece in Black Magic, White Magic, and Sword Master. He'll unlock another class when he levels up for the first time.

THE WINDING PATH TO THE SEA

To reach the island, you'll need to travel south to the shallows on the southern coast, and search there for the entrance to the Undersea Cavern. Turn to your characters' right as you leave Lago Village and follow the winding path southeast to the shore. You'll encounter a random sampling of Ancient Crickets and Ancient Moths on the road, and you won't have much room to maneuver around them. Use your dash or the Encounter Circle to get the jump on them, and keep an eye out for Green Grunts. Lizards like Green Grunts are fond of insects like Ancient Crickets, and will eagerly consume them during Monster Fights.





Ancient Cricket 045

Level: 5 HP: 48 MP: 0

Weak:	Fire
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Mega Medicine

Ancient Moth 051

Level: 6 HP: 64 MP: 0

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Poison Powder
Steal (Rare):	Sleep Powder

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 2 TRAVERSE THE UNDERSEA CAVERN

WADING THROUGH THE SHALLOWS

The shallows at the end of the winding road are home to six scattered treasure chests and a variety of aquatic foes. The Cutlass Fish may be the strongest of the bunch, but the weaker Ghost Crabs can cause a great deal of trouble by possessing your characters. If you see a crab wrap around one of your party members, immediately target the affected character to kill the crab and free your friend before it can turn against you.

Once you've raided all the treasure chests, you can find the entrance to the Undersea Cavern at the tip of the southeast peninsula.

CHESTS

- Mental Surge
- Thorn Vines
- Copper Necklace
- Grand Amethyst
- Stone-be-Gone
- Repeater Weed





SONIC STRIKE FISH 022

LEVEL: 7 HP: 90 MP: 500

Weak:	Fire
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Mega Medicine

CUTLASS FISH 026

LEVEL: 10 HP: 232 MP: 300

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

GHOST CRAB 031

LEVEL: 9 HP: 78 MP: 445

Weak:	Light
Resists:	Dark
Steal (Common):	Thorn Grass
Steal (Rare):	Thorn Branch



WALKTHROUGH
DISC 1 - QUEST 2
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOCATION

Undersea Cavern

BARRIERS: x 1 x 0 x 0 x 2 x 0



CHESTS

1. Iridescent Wind
2. Water Earring
3. Prismatic Crystal
4. Generalist Heart
5. Transformation Chest
6. Ultra Medicine
7. Hexagonal Crystal
8. Fish-Shaped Key
9. Lv 3 - Flara
10. Cure-All
11. Water Necklace

B1. Flip-Flops

FINDING MORE THAN YOU BARGAINED FOR

You can search a wide variety of barnacles and coral formations that line the walls of the Undersea Cavern, but you won't always like what you find. A few contain a rotten stench that will give your party leader the Stink ailment. This condition alerts foes to your presence sooner, making it much harder to sneak up on them. But it isn't all bad—it comes in handy when luring a foe towards another foe for a Monster Fight, for instance.

There are other barnacles with a sweet smell that can erase the stench, but you can erase it yourself at any point by using a Deodorant item. Kluke and Jiro will surely thank you for it.





BEWARE THE STING OF THE JELLYFISH

Outside of combat, Magic Jellyfish can emit powerful electrical fields that stun your party and leave them vulnerable to attacks from other enemies. You can only attack them safely during the pause between jolts.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

USE HERMIT CRABS TO TAKE DOWN THE BIG FISH

The Broadsword Fish are by far the toughest of the new enemies in the Undersea Cavern. Their thick armor negates virtually all of the damage of physical attacks, leaving spells as your only reliable method of damaging them. But if you can lure a Hermit Crab Poo into a Monster Fight with a Broadsword Fish, it will smash the armor to pieces! In the latter part of the dungeon, avoid unnecessary Hermit Crab Poo battles so they'll be available for these crucial Monster Fights.





HERMIT CRAB POO 014

LEVEL: 9 HP: 68 MP: 0

Weak:	-
Resists:	Water, Light
Steal (Common):	Medicine
Steal (Rare):	Mega Medicine

MAGIC JELLYFISH 018

LEVEL: 8 HP: 56 MP: 350

Weak:	-
Resists:	Water, Light
Steal (Common):	Emerald
Steal (Rare):	Grand Emerald

BROADSWORD FISH 029

LEVEL: 12 HP: 328 MP: 225

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

TRANSFORMATION CHESTS

Chest 5 is the first of several Transformation Chests that you'll find on your journey. Transformation Chests don't hold items, but instead can upgrade a single item that you insert. This one will accept a Medicine, Light Crystal, and Shadow Crystal, or return a Mega Medicine, Grand Light Crystal, or Grand Shadow Crystal, respectively. Mega Medicine is nothing special, but the two Grand Crystals can be a major asset in boss battles.



RAISING THE BRIDGE

Chest 7 is locked up tight, so you'll need to hunt down a Fish-Shaped Key before you can open it. That key can be found in Chest 8, although Chest 8 won't appear until you've defeated every enemy in the vicinity.

When you use the Fish-Shaped Key to open the locked chest, you'll find a Hexagonal Crystal within. Take that back to the pool with the sunken bridge (near Chest 8) and insert it into the barnacle with the hexagonal-shaped mouth. That will raise the water level and bring the bridge to the surface, allowing you to reach the boss area. But before you wade into the boss's lake, explore the side passage to the right to find a powerful level-3 Black Magic spell.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Slay the Four Heads of the Hydrattler

The Hydrattler's hit points are divided evenly among its four heads, so despite its weakness to Fire, you can do the most damage with a Water spell that will hit all four in one shot. After you soften up the Hydrattler with such tactics, single out the individual heads (it doesn't matter which one) and blast it with Flara spells and Flare Sword attacks.

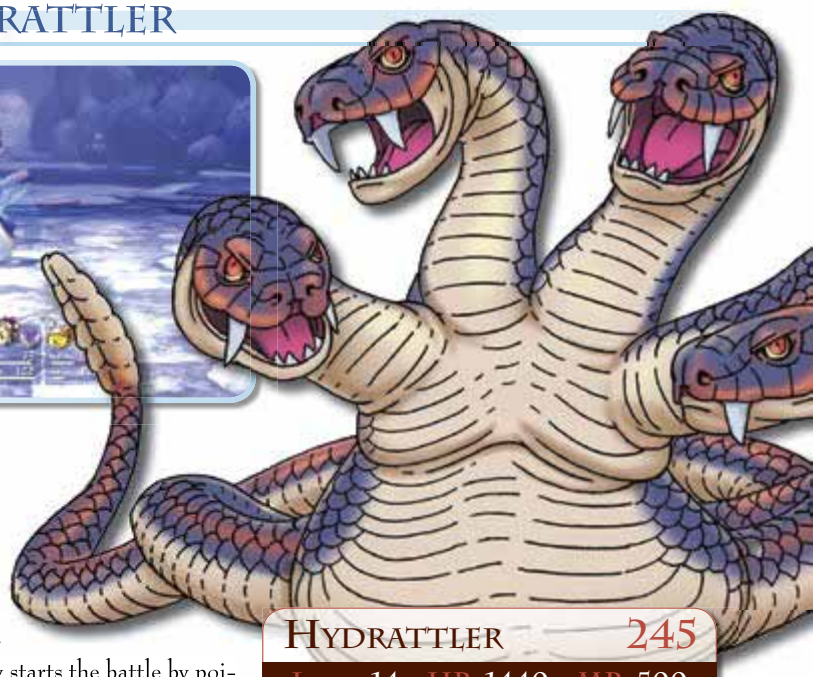








The Hydrattler can cause all sorts of negative conditions, so your defense will need to focus on curative abilities. It usually starts the battle by poisoning your team, but there isn't much point trying to cure the poison, since the Hydrattler will merely repoison everyone again. Instead, mitigate the damage with healing spells like Regeneration. The condition to watch for is panic, which will cause an afflicted character to turn against his party. One way to cure this is by targeting the panicked character with a physical attack and slapping some sense into them. Another is using the Mental Surge item, which erases the panic condition from all party members with a single use.



Hydrattler 245

Level: 14 HP: 1440 MP: 500

Attack:	140
Defense:	30
Mag. Attack:	0
Mag. Defense:	100
Speed:	0

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Mega Medicine
Steal (Rare):	Mega Medicine



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sheep Tribe Camp

BARRIERS: x0 x0 x0 x0 x0



Goods & Services

INN

Overnight Stay	18G

ACCESSORY SHOP

Silver Bracelet	400G
Silver Ring	450G
Silver Necklace	600G
Silver Earring	320G

SPELL SHOP

White Lv1/Cure Poison	600
White Lv1/Shine	550
White Lv2/Cure Kelolon	1000G
White Lv2/Regenerate	1050G
Black Lv1/Flare	600
Black Lv1/Water	450
Black Lv2/Ground	850G
Black Lv2/Shadow	1100G
Support Lv1/Slow	500G
Support Lv1/Sleep	450G
Support Lv2/Quick	950G
Barrier Lv1/Shield	500
Barrier Lv1/Shell	500G
Barrier Lv2/Trapfloor	900G

ITEM SHOP

Medicine	30G
Magical Medicine	250G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Fresh Garlic	80G

CHESTS

1. Grand Ruby
2. Invisibility Elixir
3. Ultra Medicine
4. Mega Magical Medicine

A TALE OF TWO SHEEP TRIBES

The Sheep Tribe Camp on the Island of the Dead offers a convenient spot to heal and shop. The shop stock isn't any better than it was in Lago Village, but a quick side quest will net you a nifty Earth Bracelet. To get started, talk to the Sheep Tribeswoman in the southern part of the map. She'll give you Heaving Herbs and ask you to deliver them to her ailing husband in the other Sheep Tribe Camp. That should be no problem—it's just an instantaneous warp away.

Take the herbs to the blue-clad Tribesman, and his condition will improve a bit. Hit Donpa up for a Mega Medicine while you're in the neighborhood, then warp back to the Forest Sheep Tribe Camp to get more herbs. Deliver them, warp back, and repeat. After three doses, the Tribesman should be in good enough shape to warp back with you. Visit him afterward to get a Mega Medicine, then talk to his Tribeswoman to receive that Earth Bracelet.





CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The Forest of the Dead

BARRIERS: x 0 x 0 x 1 x 0 x 0



CHESTS

1. Grand Sapphire
2. Thorn Branch
3. Iridescent Cyclone
4. Death Earring
5. Grand Emerald
6. Light Crystal
7. Spirit of the Elder Tree
8. Earth Bracelet
9. Steadiness Salve
10. Earth Ring
11. 1,000 Gold
12. Repeater Weed
13. Kelolon Powder
14. Phoenix Wing
15. Water Wing
16. Princess's Kiss
17. Thorn Vines
18. Lv 4 - Shina
19. Mega Invis. Elixir
20. Mega Medicine
21. 500 Gold
22. Magic Elixir
23. Grand Ruby
24. Earth Necklace
25. Mega Magical Med.
26. Wind Earring
27. No-Ghost Device
28. The Way of the Thief
29. Transformation Box

THE FOREST TREES BEAR STRANGE FRUIT

The only objects that you can search in the Forest of the Dead are small glowing plants, which often refill your party leader's MP at the expense of his her health. (If your party leader can't take advantage of this bounty of MP, consider switching him or her out by pressing the START button on the main screen). That doesn't mean there aren't any items to find—instead, they're hanging in the red acorns that hang from certain tree branches. When these acorns fall, they may drop items, but they drop Acornivore enemies almost as often. Acornivores can attack from afar with their tongues, so don't let them catch you by surprise!







ACORNIVORE 104

LEVEL: 10 HP: 130 MP: 0

Weak:	Fire, Dark
Resists:	Water, Light
Steal (Common):	Mega Medicine
Steal (Rare):	Sleep Powder

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THROW THE WOLVES A BONE

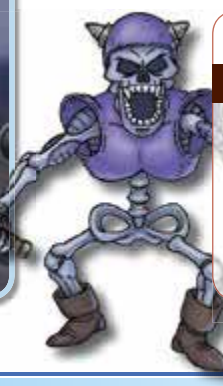
Skeletons are the chest guardians of choice in the Forest of the Dead. Some stand vigilantly at their posts, while others rise from the earth after their chest is opened (keep an eye out for their telltale skulls near the chests). But all skeletons live in fear of Scavenger Wolf Ghosts, who will gnaw on their bones if you can catch them in a Monster Fight. Luring the cowardly wolves to the skeletons can be tricky, however. Try an odor (from eating garlic) or the Attract Aura skill.

Green Skeleton 077

Level: 12 HP: 160 MP: 250

Weak:	Light
Resists:	Dark
Steal (Common):	Magical Medicine
Steal (Rare):	Mega Mag. Medicine





Purple Skeleton 078

Level: 13 HP: 306 MP: 250

Weak:	Light
Resists:	Dark
Steal (Common):	Magical Medicine
Steal (Rare):	Mega Mag. Medicine

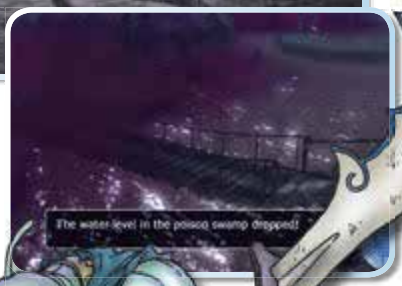
MILESTONE 3 FIND THE SPIRIT OF THE ELDER TREE

From the entrance to the forest, bear right and take the east fork whenever you have a choice. Your path will end at a river of poison, but the chest you seek is only a few steps from the sunken bridge. Collect the Spirit of the Elder Tree from Chest 7, then return to the second fork (near Chest 3) and this time head west. You'll run into a number of Ancient Moths, and you should exterminate them all in one big fight, if possible. When the last moth is slain, Chest 4 will appear.

A bridge to the north will take you to the island of the Elder Tree. The grateful tree will lower the water level throughout the map, point you in the direction of the Gabo Leaf, and teach you how to dispel the clouds of poisonous gas. From here you can collect treasure via the now-passable bridges to the southwest and northeast, and reach the gas machine by heading due north.







WIPE THE GRINS OFF THEIR FACES

Grinning Ghosts are powerful foes that are very resistant to physical attacks but capable of countering magical ones with a Sonic Boom that will heavily damage your whole party. The Shine spell provides an ideal situation to this conundrum: As a Light-type spell it deals 50% bonus damage against its target, while typically stunning it to prevent any counterattack.





Grinning Ghost 233

Level: 15 HP: 620 MP: 250

Weak:	Light
Resists:	Dark
Steal (Common):	Thorn Grass
Steal (Rare):	Thorn Branch

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DEALING WITH GHOSTLY SHENANIGANS

The deeper you get into the Forest of the Dead, the more you'll realize that its residents have little respect for the laws of chivalrous, gentlemanly combat. For example, the Shooter Ghosts that guard Chests 11 and 12 snipe at you before the battle even begins (hitting your party leader for 10 HP per shot) while hiding behind the chests where you can't hit them back. The chests are facing them and you can't open them from behind, so don't even try to get at them from the clearing with the Ancient Moths and Chest 4. You'll need to approach from the Elder Tree's island.

Thief Ghosts aren't any less treacherous. They swipe an item on their first turn (chosen at random for your consumable item inventory) and then attempt to flee on their second. Pay attention to who grabbed what, so you can kill them and get the good stuff back before turn two comes around.







The only trick the Slime Roamers pull is lining up in neat rows in an attempt to entice you into wasting a Water spell. But they're almost impervious to Water—Cook 'em with Flare instead.

Shooter Ghost 196

Level: 11 HP: 80 MP: 500

Weak:	Light
Resists:	Dark
Steal (Common):	Invisibility Elixir
Steal (Rare):	Mega Invis. Elixir

Thief Ghost 187

Level: 126 HP: 112 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Invisibility Elixir
Steal (Rare):	Way of the Thief

Slime Roamer 049

Level: 12 HP: 112 MP: 500

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Amethyst
Steal (Rare):	Grand Amethyst

MILESTONE 4 TURN OFF THE GAS MACHINE

The landmass north of the elder tree has several chests that are under enemy guard. Do whatever it takes to get inside of them, because one of the chests contains the Level-4 Shina spell. Your characters may not be high enough level to cast it yet, but you'll be glad you have it when your first White Magic user hits Rank 21.

You'll find the gas machine at the end of a winding path to the east. It's lightly guarded, and it takes only a single button press to clear all the gas out of the forest. When the purple smoke clears, return to Chest 7 (where you found the Spirit of the Elder Tree) and head east to grab an Earth Bracelet out of a chest that used to be trapped in a toxic cloud. Then cross the bridge to the forest's final area, where you'll find a few chests, plenty of enemies, a warp device, and the entrance to the Gabo Flower grove.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 5

TAKE A GABO FLOWER FROM KING GHOST

Before you challenge King Ghost, you may want to spend some time considering your party's formation. King Ghost knows a few attacks that, like Mow Down, can damage an entire row of characters. Putting your spellcaster in the back row will protect them from this attack without weaking their spells any. However, if you use a lot of Barrier and Power spells that can affect an entire row, splitting your characters may not be such a good idea.



When targeting King Ghost, you have two choices of targets. Hitting his body does much more damage than hitting his crown, so that should be the primary target of your Flara and Shine spells and Magic Sword attacks. But when he lifts his staff straight and begins casting a spell, you'll want to point your next attack at his crown. It won't do much damage, but it will foil his attempt to summon help.



This pose is your cue to aim for the crown.





KING GHOST 265

LEVEL: 10 HP: 1270 MP: 500

Attack:	145
Defense:	10
Mag. Attack:	80
Mag. Defense:	35
Speed:	0

Weak:	Light
Resists:	Fire, Water, Wind, Earth, Dark
Steal (Common):	Mega Medicine
Steal (Rare):	Mythril Earring

RUSH THE CURE BACK TO LAGO VILLAGE

After taking what you need from the Gabo Flower grove, you'll find a new save spot next to the Warp Device at the entrance. Avail yourself of it, then warp straight back to Lago Village to administer the cure to the ailing Devee in the Town Hall. Then crash for the night in Marumaro's basement—you'll have to wait a day to see if the cure worked or not.



SEARCH FOR JIRO AND KLUKE



The next night will be a restless one for most of your party. Shu will wake up to find Jiro and Kluke missing, and will go searching for them in the middle of the night. After climbing out of Marumaro's house, you'll find the pair in the Devee Town Hall. When they finish tending to the sick, follow them up to the overlook to wait for the morning sun.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



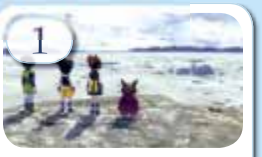
DISC 1

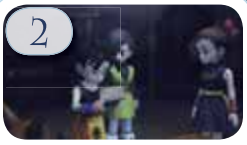
Quest 3

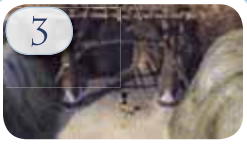
THE VOYAGE HOME

In the morning, Lago Village awakens to the first good news that the Devee people have seen in a long time. But while your heroes were curing the afflicted, the Devee were discovering the source of the plague, and all signs point to Nene. Clearly that fiend will stop at nothing to fulfill his strange and mysterious plans, and Shu and Jiro's families may remain in danger. Return to Talta Village before it's too late!

Milestones

1. 
Cross the Gul Mountains to Talta

2. 
Investigate the Remains of Talta Village

3. 
Traverse the Mural Valley

4. 
Hear Tales of the Past in Mural Town

5. 
Catch up with the Talta Refugees

THE GRATITUDE OF THE DEVEE PEOPLE

The Devee people do not have much in the way of riches to share, but they will do all that they can to repay your party. After the dancing stops, head towards the village gates to trigger an event in which the Devee Elder points you towards your next destination and teaches Marumaro the dance necessary to open the way. He'll also do a dance of his own that unlocks the three locked chests in the village, allowing you to collect an Ordeal Ring from the chest behind him, and a Flame Bracelet and Ordeal Earring from either side of the cave at the town's upper level.

Other Devee will do what they can to help. Marumaro's parents will allow you to crash whenever you want for free, sealed homes will be opened to you, and all of the shops will offer 20% discounts. Take advantage of the discounts at the Spell Shop, where you'll find a handful of new spells have become available to you, including Zephyr, Wall, Poison, and Extract.







Zephyr can heal your entire party in one shot, making it a must-buy spell for White Magic users. Barrier Magic users will find Wall to be their best spell yet.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

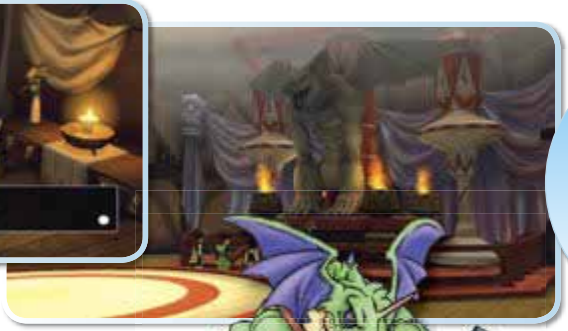


CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

PERFORMING A DEVEE PILGRIMAGE (OPTIONAL)

While searching the newly opened Devee homes, you'll find six strange altars. Examine one to make a prayer, and you'll begin the Devee Pilgrimage side quest. To complete it, pray once at each Devee altar, then pray at the giant Town House altar to receive a Fire Ring reward. You'll find two altars in the Devee Elder's House, and one in each of the other newly unlocked houses in the town's central and highest levels.





TRAVERSING THE GUL HIGHLANDS

To begin the long road home, leave Lago Village and head north through the hole that Marumaro drilled in the mountains. You'll return to the area where you originally discovered the Drill Machine, but will now be more than tough enough to battle the remaining treasure box guardians, such as the Green Soldier that guards a Magic Crystal Earring.

Defeating the Lazy Bear who guards the entrance to the Gul Highlands should be a cinch for you now, and defeating the Lazy Bears in the area beyond will be even easier. That's thanks to Hunter Ghosts, who will turn their guns on the bears whenever they're paired up in a Monster Fight. Two of the other new enemies in this area can be beaten with similar ease—pair up Ancient Scarabs with Ancient Beetles and they'll fight to the death. With so many Monster Fights, looting the region and reaching the entrance to the Gul Mountains should be a snap.



Green Soldier 142

Level: 13 HP: 496 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Fresh Garlic
Steal (Rare):	Stout Garlic



CHESTS
(near Lot Wilderness)

- Shadow Crystal
- Magic Crystal Earring
- Stout Garlic
- Invisibility Elixir
- Mega Magical Medicine
- Kelolon Elixir
- Emerald
- Sleeping Powder

CHESTS
(in Gul Highlands)

- Devee Elixir
- Amethyst
- Wind Ring
- Iridescent Wind
- Thorn Branch
- Prismatic Crystal
- Flawless Emerald
- Ordeal Bracelet



Compost Poo Snake 007

Level: 9 HP: 56 MP: 500

Weak:	Fire, Water
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Mega Medicine



Ancient Scarab 090

Level: 15 HP: 200 MP: 0

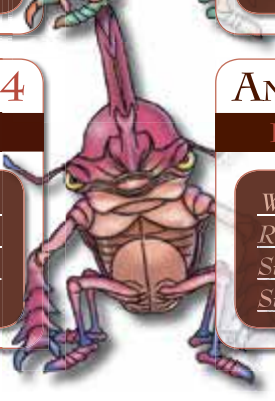
Weak:	-
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine



Hunter Ghost 194

Level: 14 HP: 112 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Invisibility Elixir
Steal (Rare):	Mega Invis. Elixir



Ancient Beetle 088

Level: 15 HP: 264 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOCATION

The Gul Mountains

BARRIERS: x 0 x 1 x 1 x 0 x 0



CHESTS

1. Poison Powder
2. Grand Emerald
3. Mega Invisibility Elixir
4. Flawless Ruby
5. Grand Sapphire
6. Lv 2 - Dizzy
7. Wind Bracelet
8. Earth Earring
9. Medals x 5
10. Medals x 7
11. 2,000 Gold
12. Flawless Sapphire
13. Lv 2 - Resist
14. 1,000 Gold
15. Power-Swap Dart
16. Ancient Fossil
17. Light Crystal
18. Flawless Amethyst
19. Phoenix Wing
20. Medals x 9
21. Ordeal Necklace
22. Medals x 40
23. Chain
B1. Lv 5 - Windus

PRACTICALLY A LEGEND—THE GREAT EXPLORER, TORIPO

A quirky fellow named Toripo will meet you at the entrance to the Gul Mountains. He finances his adventuring by selling Hearts and Elixirs for Medals, and you can score one of each for 2 Medals a piece. But after you buy any item, its price will increase by two, so you may not be able to buy more than one or two copies of each item at this point.

Buy Hearts if you like, but don't use them until later the game. Hearts boost Shadow Classes by one full rank, and later in the game you'll need many more SP to rank up than you do now. Instead, spend most of your medals on Elixirs and use them immediately to give your characters permanent stat boosts while it matters most.





You only get one chance to buy from Toripo's shop before he runs off. But don't worry—he'll find you when he's ready to deal again.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 1 CROSS THE GUL MOUNTAINS TO TALTA

COLD WATER AND STRANGE SAP

The pools of water in this area will chill you to the bone, knocking a handful of HP off of each character after every few steps they take in it. Minimize your exposure as much as possible, but don't let it dissuade you from examining the crystals that are surrounded by ice water—they tend to hold the best stuff.

The big prizes in this dungeon are the Dizzy and Resist spells (which are not yet available in stores), a Phoenix Wing, a series of flawless gems, and a total of 21 Medals. Follow the chests in numerical order to secure all the loot in the shortest amount of time.



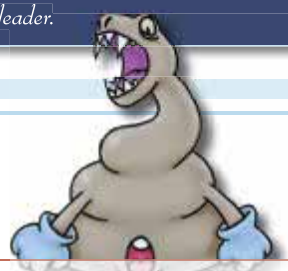


You can recoup some of your lost hit points by examining the trees that leak glowing sap, but while everyone takes damage from the water, the sap heals only the party leader.

THE BEASTS OF GUL MOUNTAIN — PART I

You'll encounter a wide variety of strange creatures on your travels. Stone Poo Snakes have hard shells that give them an impressive physical defense stat, but you can soften them up with a Water spell. Weakening Ore Hermits isn't as easy—outside of waiting for them to expose a vulnerable spot, your only option is to pull in a Chain-Gang Ghost and let it smash apart the Hermit's defenses.

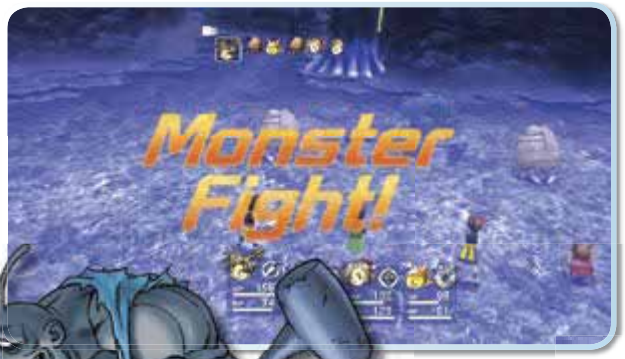




STONE POO SNAKE 002

LEVEL: 13 HP: 96 MP: 500

Weak:	-
Resists:	Water, Light
Steal (Common):	Fresh Garlic
Steal (Rare):	Stout Garlic







CHAIN-GANG GHOST 235

LEVEL: 37 HP: 888 MP: 500

Weak:	Light
Resists:	Dark
Steal (Common):	Ultra Medicine
Steal (Rare):	HP Boost Elixir

ORE HERMIT 016

LEVEL: 14 HP: 106 MP: 500

Weak:	-
Resists:	Earth, Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE BEASTS OF GUL MOUNTAIN - PART II

The strangest of the Gul Mountain creatures is the Mist Walker. If it sees you, it will cause a whiteout that leaves you nearly blind. When that happens, you can either retreat the way you came so you don't accidentally stumble into any enemies or ice water, or charge at its last known location in an attempt to take it down and end the effect. The best policy is, of course, to sneak behind them and not be detected at all—don't be afraid to pop open an Invisibility Potion for 20 seconds of translucency. If you're short on potions, you can always steal more from almost any ghost enemy.







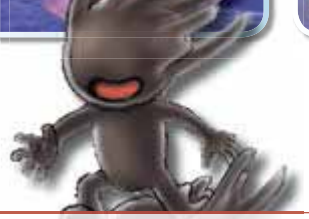


Ghost Crab Mimic 032

Level: 13 HP: 176 MP: 250

Weak:	Light
Resists:	Dark
Steal (Common):	Thorn Grass
Steal (Rare):	Thorn Branch

When Ghost Crab Mimics drop their claws, like the one on the right here, look out—the pose gives them the power to drop one of your characters in a single hit! Take those crabs out first, but don't use physical attacks, or they may dish out a fatal counterattack.







Mist Walker 047

Level: 12 HP: 112 MP: 500

Weak:	Fire
Resists:	Light
Steal (Common):	Amethyst
Steal (Rare):	Grand Amethyst

Paralyzing Scorpion 065

Level: 15 HP: 164 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Antidote
Steal (Rare):	Mega Medicine

Bandit Ghost 188

Level: 15 HP: 264 MP: 500

Weak:	Light
Resists:	Dark
Steal (Common):	Invisibility Elixir
Steal (Rare):	The Way of the Thief

EXPLORING THE TALTA VILLAGE VALLEY

You'll emerge from the Gul Mountains in a dry, flat valley. Talta Village sits at the center, and on the periphery you'll find the entrance to Mural Valley and the Ancient Ruins (where you were dragged by the Land Shark at the beginning of this game). The enemies in the valley include Mountain Crabs, which can be sent belly-up with a Ground spell, and Snakefaces, who like to leap out of the ground to surprise you. Keep an eye out for Snakweens, a rarer and more powerful version of the Snakeface.







Snakeface 132

Level: 14 HP: 176 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Sleep Powder

Snakween 134

Level: 16 HP: 272 MP: 400

Weak:	-
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Prismatic Crystal

Mountain Crab 034

Level: 14 HP: 176 MP: 500

Weak:	-
Resists:	Water, Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Talta Village

BARRIERS: x0 x0 x0 x0 x0



CHESTS

1. 2,000 Gold
2. Ancient Phonograph
3. Medals x 7
4. Lv 3 – Winda
5. Medals x 8
6. Medals x 9
7. Broken Eternal Engine
8. Medals x 1
9. Ordeal Ring



MILESTONE 2 INVESTIGATE THE REMNANTS OF TALTA



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SEARCHING IN THE LAND SHARK'S WAKE

You'll find Talta Village in sorry shape. Completists will want to search all the rubble on the ground level, where you fought the Land Shark, although you'll have to tussle with Skeleton Captains and Rolling Rippers to get at it. Players who don't care about collecting a handful of Nothings and other minor junk should head straight up the stairs, where the enemies can't follow.







Rolling Ripper 092

Level: 14 HP: 176 MP: 500

Weak:	-
Resists:	Water, Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine



Skeleton Captain 081

Level: 14 HP: 176 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Sleep Powder

THE TALTA NATIVES' GRIM HOMECOMING







The first house past Point 1 is Kluke's. Careful searchers will find diaries written by each of her parents, as well as the Ancient Phonograph, which allows you to listen Kluke's haunting song anytime you like (you'll find it in the Valuables section of your item menu). Jiro's mansion is in the hollow to the west, and it too deserves a thorough search, since Jiro has stashed the level-3 Heala spell in his dresser.

The shack across from Kluke's is Shu's old home, but you won't find much to write home about inside. Give it a thorough sweep, then move next door to Fushira's workshop. Here you'll find Fushira's letter, a key item that will tell you what became of the villagers and point the way to your next destination—Mural Valley.

After searching the heroes' homes, head up the stairs to the evacuation platform. You'll find a chest with the level-3 Winda spell at the base, and two chests full of metals at the top. Then descend to the rickety rope bridge, activate the Warp Device, and save your game. Heal up your party before you cross the bridge to speak to the peddler hanging out near the inn… Something isn't right about that guy.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TURN THE TABLES ON MAD EYE

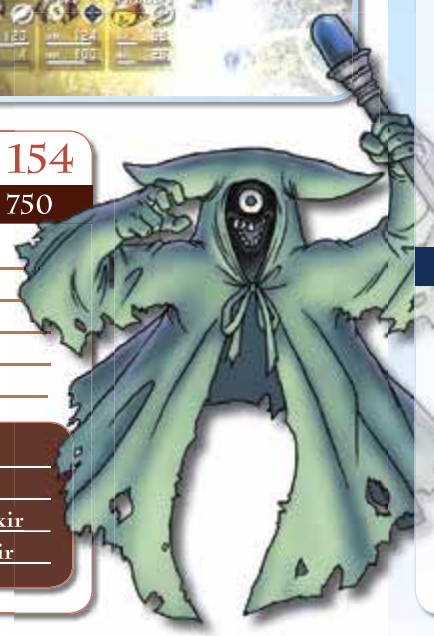


The peddler is a boss in disguise—a one-eyed spellcaster that can cast high-level black magic and summon three waves of progressively stronger skeletal henchmen. You usually need to wipe out all three waves before Mad Eye will expose itself to damage, but that isn't always the case. Watch how Mad Eye holds its staff—if it's across its chest, Mad Eye will be virtually immune to damage, but if it's not, you can score some hits. Magic Sword attacks work best, but stay away from Shine-series attacks—Mad Eye is not an Undead creature, and is completely immune to light-type damage. However, the Shina spell is a godsend against the skeletons, since it can hit them all and possibly cause some stun effects.

Once you've destroyed all three waves of minions, Mad Eye should expose himself for an extended period of time. Finish him as quickly as possible, because this is when he tends to use his Tempest spell, which can hit everyone in your party for over 100 hit points!







MAD EYE 154

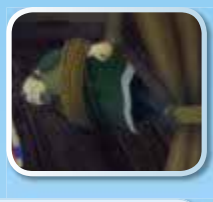
LEVEL: 18 HP: 545 MP: 750

Attack:	130
Defense:	64
Mag. Attack:	0
Mag. Defense:	144
Speed:	0

Weak:	—
Resists:	Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Magic Eilixir

FREE PORUTO FROM HIS BONDS

After defeating Mad Eye, you'll find a man named Poruto tied-up inside the inn. Free him, and he'll thank you with an Ordeal Earring. That's nice, but the real prize is the services he offers—a long-awaited inn stay, all the supplies you need, and a spell selection that includes a few new Barrier and Power spells.



GOODS & SERVICES

INN

Overnight Stay	24G

SPELL SHOP

White Lv1/Cure Poison	600G
White Lv1/Shine	550G
White Lv2/Cure Kelolon	1000G
White Lv2/Zephyr	1200G
White Lv2/Regenerate	1050G
Black Lv1/Flare	600G
Black Lv1/Water	450G
Black Lv2/Ground	850G
Black Lv2/Extract	1200G
Black Lv2/Shadow	1100G
Support Lv1/Slow	500G
Support Lv1/Sleep	450G
Support Lv1/Deflect	550G
Support Lv2/Quick	950G
Support Lv2/Poison	850G
Barrier Lv1/Shield	500G
Barrier Lv1/Shell	500G
Barrier Lv1/Heal Up	650G
Barrier Lv2/Trapfloor	900G
Barrier Lv2/Wall	1150G

ITEM SHOP

Medicine	30G
Magical Medicine	250G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Fresh Garlic	80G

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOCATION

Mural Valley - West

BARRIERS: x 0 x 0 x 0 x 0 x 0

CHESTS

1. Grand Ruby
2. Medals x 5
3. Iridescent Wind
4. Medals x 7
5. Ultra Magical Medicine
6. Thorn Branch
7. Lv 4 – Cure Paralysis
8. Ancient Feather
9. Medals x 2
10. Gorgo Elixir
11. Flawless Sapphire
12. Flawless Ruby
13. Medals x 4
14. Flawless Amethyst
15. 500 Gold
16. Grand Light Crystal
17. Iridescent Cyclone
18. Ancient Fossil
19. Water Bracelet
20. Flawless Emerald
21. Medals x 9
22. 1000 Gold
23. Fire Earring
24. Medals x 8
25. Wind Necklace



MILESTONE 3 TRAVERSE THE MURAL VALLEY

DESTROY THE MURALS TO REVEAL CHESTS

The Mural Valley is packed with treasure chests, but many of them are linked to a particular Mural enemy, and will only appear when that Mural is defeated. Treasure hunters will need to slay every Mural in the valley, and they'll need all the help they can get. To make things easier, rope in a Hawk Eye with your Encounter Circle, and they'll happily slay any Mural for you. Setting up these Monster Fighters can be tough, however—both the Murals and Hawk







EVIL MURAL 242

LEVEL: 16 HP: 236 MP: 500

Weak:	Water
Resists:	Light
Steal (Common):	Emerald
Steal (Rare):	Grand Emerald

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Eyes are aggressive foes who strike in quick and unpredictable patterns as soon as they detect you. If the Hawk Eyes are pestering you and there are no Murals nearby, fire up a Field Barrier and let them throw themselves to their deaths.



Hawk Eye 191

Level: 15 HP: 176 MP: 500

Weak:	Wind
Resists:	Earth, Dark
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

THE PARALLEL PATHS OF THE WEST VALLEY



Shrike Cockatrice 120

Level: 14 HP: 112 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

Misfortune Mural 241

Level: 17 HP: 428 MP: 500

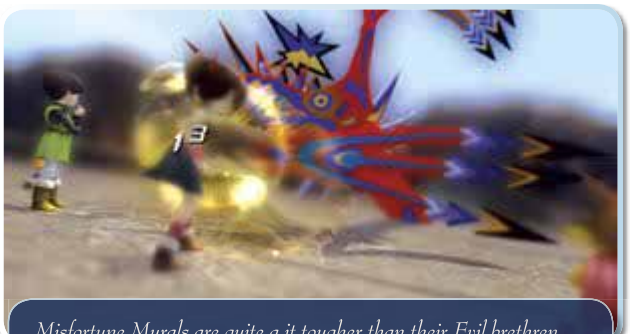
Weak:	Water
Resists:	Light
Steal (Common):	Ruby
Steal (Rare):	Grand Ruby

In the western segment of the Mural Valley, two paths run through the canyon, one on either side of the gulch. It's a little hard to tell from the map, but at various points the paths become too thin to traverse, and you'll need to cross over to the other side. To reach all the treasure chests with the least amount of backtracking, take the northern path until you open Treasure Chest #5, then return to the first bridge and collect the chests on the southern path. Stay on that until you reach chest 15, then cross back to the northern track to collect chests 15 and 17.

Cross over again at chest 17, and head south to hit chests 18 through 21. But tread carefully; that set of chests is guarded by a Misfortune Mural and several Shrike Cockatrices. Once you've collected the loot to the south, follow the northern path and cross one last bridge to collect the remaining chests and reach Mural Town.



Shrike Cockatrices are powerful but weak on Defense, so you'll want to get the First Strike whenever possible. Their abrupt lunges won't make it easy, so use the Stealth skill to sneak up on them.



Misfortune Murals are quite a it tougher than their Evil brethren. When they start dancing, it means they're one turn away from dishing out a savage beating.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Mural Town

BARRIERS: x 0 x 1 x 0 x 1 x 1

CHESTS

1. Part of Eternal Engine
2. Ancient Feather
3. Gorgo Elixir
B1. Black Belt
B2. Gravitic Ring
B3. Eternity Earring



MILESTONE 4 HEAR TALES OF THE PAST IN MURAL TOWN

The living murals of Mural Town are a lot nicer than their cousins in their valley, and their comments will provide an intriguing glimpse into the world of the ancients. Continue north from the first chamber of the town and you'll find the chamber of stories, where the machine in the center will take you on a guided tour of the history of your world. When the tour concludes, the door to the central chamber will open, allowing you to heal up, buy Mithril equipment, and pick up any spells that you've missed previously. You can also get more backstory details from the living murals, who are thousands of years old.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TALLYING THE MURAL "CATS"

The northeast chamber of Mural Town contains a Warp Device and several chests that are locked away within energy barriers. A child here will ask you to count up the town's "cats" (which look more like one-eyed bats) and report back with the final number. That number is eight, but knowing it in advance won't save you the legwork—you have to speak to each cat and instruct your party leader to add it to the tally, taking care not to count any cats twice. When you've found all eight, report back to the child, who will send you to the central console for your reward: The level-3 Anchor spell.

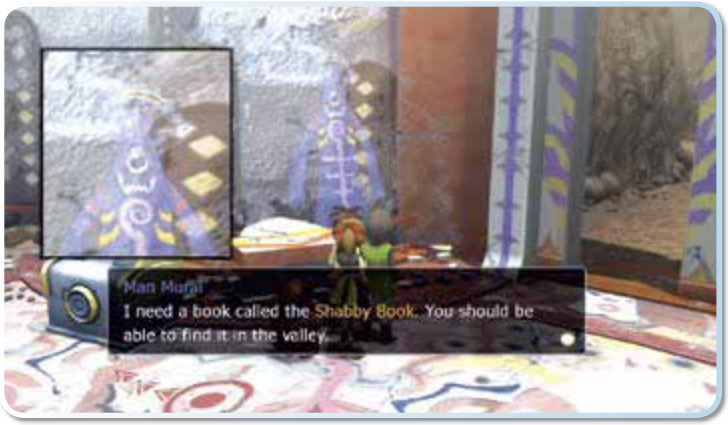




TWO MYSTERIOUS ITEMS

On your way to the southeast chamber, you'll find a sparkling object called "Mystery Part Alpha." It will be quite some time before you find anyone who can make sense of it, so pocket it for now. Then speak to the mural at the southeast exit, who seems interested in a different mysterious book, the Shabby Book found in the eastern segment of Mural Valley. After you recover it, bring it back to him, and he'll transform into the level-3 Reflect spellbook.





GOODS & SERVICES

INN

Electro Wave Healing	24G

ACCESSORY SHOP

Mithril Bracelet	600G
Mithril Ring	750G
Mithril Necklace	800G
Mithril Earring	410G

SPELL SHOP

White Lv1/Cure Poison	600G
White Lv1/Shine	550G
White Lv2/Cure Kelolon	1000G
White Lv2/Zephyr	1200G
White Lv2/Regenerate	1050G
White Lv3/Heala	2250G
Black Lv1/Flare	600G
Black Lv1/Water	450G
Black Lv2/Ground	850G
Black Lv2/Extract	1200G
Black Lv2/Shadow	1100G
Black Lv3/Flara	2300G
Black Lv3/Shadow	1950G
Support Lv1/Slow	500G
Support Lv1/Sleep	450G
Support Lv1/Deflect	550G
Support Lv2/Quick	950G
Support Lv2/Dizzy	1000G
Support Lv2/Poison	850G
Barrier Lv1/Shield	500G
Barrier Lv1/Shell	500G
Barrier Lv1/Heal Up	650G
Barrier Lv2/Trapfloor	900G
Barrier Lv2/Resist	1000G
Barrier Lv2/Wall	1150G

ITEM SHOP

Medicine	30G
Magical Medicine	250G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Fresh Garlic	80G

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Mural Valley - East

BARRIERS: x 0 x 0 x 0 x 0 x 0

CHESTS

1. Iridescent Cyclone
2. Medals x 8
3. Wind Necklace
4. Medals x 2
5. Jibral Earring
6. Shabby Book
7. Medals x 7
8. Ancient Feather
9. Repeater Weed





CHESTS

10. Light Crystal
11. Flawless Emerald
12. Flawless Ruby
13. Water Bracelet
14. Transformation Box
15. Mega Invisibility Elixir
16. Grand Light Crystal
17. Grand Emerald
18. Prismatic Circle
19. Phoenix Wing
20. Transformation Box
21. Ultra Magical Elixir
22. Sleep Powder
23. Broken Eternal Engine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

BRING DOWN THE FLAME RAPTOR

Make sure to save your game and heal up before you venture into the eastern section of the Mural Valley, because the flaming raptor that the mural at the exit spoke of is right near the entrance. That mural mentioned that the raptor is weak to Wind, but that Wind also boosts its attack, suggesting that the benefits to using Wind may outweigh the negatives. That's terrible advice—Wind attacks do a bit of extra damage at the expense of boosting the Raptor's attack strength to the point where it can nearly wipe out your entire party with a single spell. Attack the Flame Raptor with Water-type Magic Sword attacks and Extract or Shadow spells for a slightly slower but much safer battle.







FLAME RAPTOR 124

LEVEL: 18 HP: 2000 MP: 500

Attack:	223
Defense:	35
Mag. Attack:	38
Mag. Defense:	156
Speed:	10

Weak:	Water, Wind
Resists:	Fire, Earth, Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

USE COLLAPSING BRIDGES TO REACH THE SURFACE

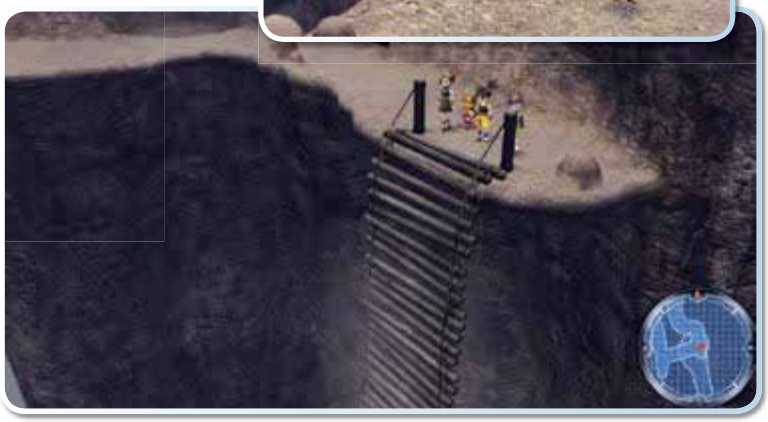




When you cross the bridge to Chest 2, the rope will snap and the bridge will collapse behind you. You can now use it as a ladder to reach the lower segment of the valley, after you finish collecting the remaining chests on the upper floor. Don't forget to return that Shabby Book to Mural Town and collect your Reflect spell!

A second collapsing bridge in the southeast section of the lower floor will take you down to the surface, and the entrance to the Road to Jibral.





PUNGENT POO SNAKE 008

LEVEL: 13 HP: 64 MP: 600

Weak:	Water
Resists:	Light
Steal (Common):	Fresh Garlic
Steal (Rare):	Stout Garlic

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

A NEW PAIR OF TRANSFORMATION BOXES



The lower floor is home to a great many more treasures, including several that are spawned from Mural fights. Follow the chests in numerical order, defeating every Mural on the way to ensure you don't miss any good loot, like a new pair of Transformation Boxes. The box at Chest 14 will take Jibral Earrings from Chest 3 and transform then into a Jibral Ring if you like, and the box at Chest 20 can transform three Rubies, Sapphires, or Amethysts into a Flawless gem of the same type.



Ruby Halbird 192

Level: 17 HP: 280 MP: 500

Weak:	Wind
Resists:	Earth, Light, Dark
Steal (Common):	Mega Medicine
Steal (Rare):	Prismatic Crystal



Poison Mural 243

Level: 18 HP: 368 MP: 500

Weak:	Water
Resists:	Light
Steal (Common):	Emerald
Steal (Rare):	Grand Emerald



Chaos Mural 244

Level: 18 HP: 280 MP: 1000

Weak:	Water
Resists:	Light
Steal (Common):	Ruby
Steal (Rare):	Grand Ruby

The Hawk Eyes from the West Mural Valley have been replaced with Ruby Halbirds, and the Evil Murals of old have given way to more powerful Misfortune, Poison, and Chaos Murals. No matter—bird plus mural still equals a Monster Fight, regardless of the color of the participants.

MILESTONE 5 CATCH UP WITH THE TALTA REFUGEES





When you reach the surface of the valley, flee south to the Road of Jibral area. You can only walk for a few steps before you'll stumble into an ambush, so make those steps count. Heal at the springs and save your game, then step forward to greet a pair of bloodthirsty Steel-Eating Tigers.

Every attack from these ruthless beasts is likely to result in the death of a character. If you have a Barrier Magic user and the Wall spell, charge it up so it covers your entire party to negate one attack per party member. If you don't have access to that spell, use Sleep Powder to put one of the Tigers to sleep while you concentrate your attacks on the other.



Steel-Eating Tiger 225

Level: 16 HP: 244 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

When fully charged, the Wall spell will protect each front-row character from one physical attack. But if you can't get a full charge before the tigers' turn, don't get greedy—just protect your healer.



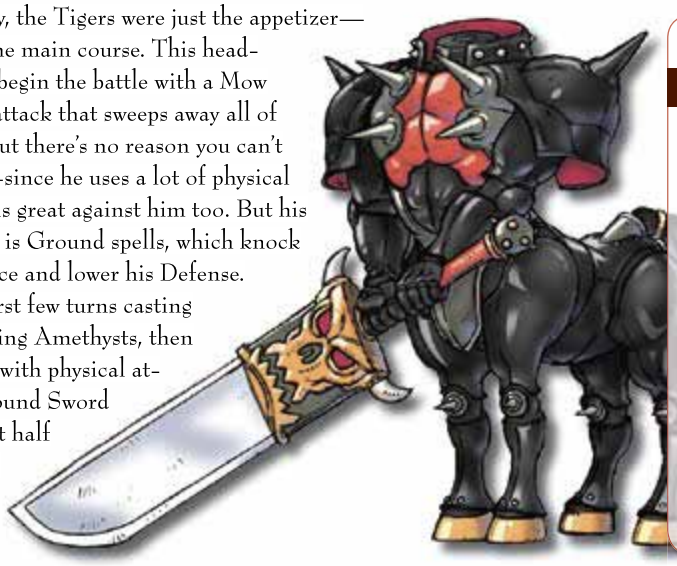


TOPPLE DULLAHAN FROM HIS HIGH HORSE





Unfortunately, the Tigers were just the appetizer—Dullahan is the main course. This headless thug will begin the battle with a Mow Down-esque attack that sweeps away all of your boosts, but there's no reason you can't recast them—since he uses a lot of physical attacks, Wall is great against him too. But his true weakness is Ground spells, which knock him off balance and lower his Defense. Spend your first few turns casting Ground or using Amethysts, then tear into him with physical attacks and Ground Sword spells. He isn't half as tough as he looks.



DULLAHAN 266

LEVEL: 17 HP: 1200 MP: 500

Attack:	98
Defense:	40
Mag. Attack:	100
Mag. Defense:	125
Speed:	10

Weak:	Earth
Resists:	Fire, Water, Wind, Light, Dark
Steal (Common):	Part of Eternal Engine
Steal (Rare):	MP Boost Elixir





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



DISC 1

Quest 4

THE CURSE OF THE CUBES

Shu, Kluke, and Jiro have finally caught up with the refugees from their village, and are prepared to use their powers to ensure they can travel safely to the capital city of Jibral. But the people of Jibral have their own problems—strange cubes are appearing off the coast, and another violet storm is brewing.

Milestones

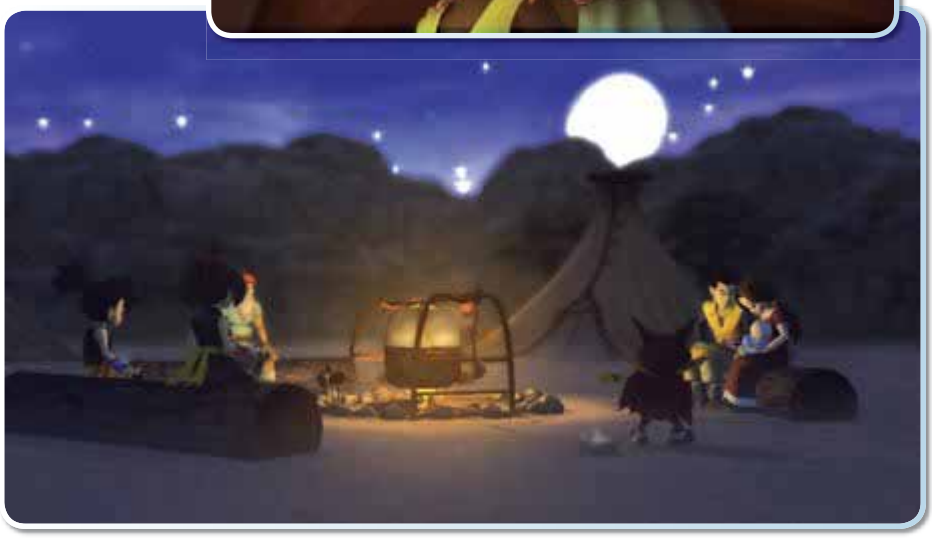
1. 
   Escort the Villagers to Jibral
2. 
   Seek an Audience with the King
3. 
   Infiltrate the Flying Fortress
4. 
   Deactivate the Eternal Engines
5. 
   Grab a Mechat and Give Chase

EXPLORE THE CAMP WHILE YOU CAN

You'll spend only a single night in the refugee camp before the villagers pull up stakes and set off towards Jibral. Use that time wisely to raid treasure chests, buy supplies for the journey ahead (the shop stock is the same as it was in Talta Village), and search for items in the tents. You'll never be able to come back here, so do it now!

When you're ready to move on, visit Jiro's parents' tent, then return to the campfire. Make sure to save the game, because you've got a big day ahead.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Talta Villagers' Camp

BARRIERS: x0 x0 x0 x0 x0





CHESTS
(at Talta Villagers' Camp)

1. Magic Elixir
2. Lv 4 – Kelolon
3. Devee Elixir
4. Grand Amethyst

CHESTS
(on Road to Jibral)

Thorn Branch

MILESTONE 1 ESCORT THE VILLAGERS TO JIBRAL

ESCORTING THE TALTA VILLAGE CARAVAN

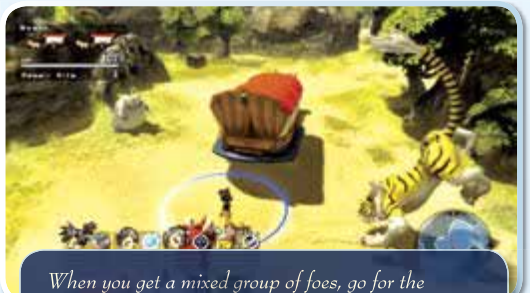
ACHIEVEMENT

The road to Jibral Castle is fraught with peril, and it's your responsibility to guard the townsfolk from monster attacks. The Talta Villagers set forth in a pair of wagons, which Fat Pat Racks and Steel-Eating Tigers will attack from all sides. As soon as a foe appears, a window will pop up to show its location, and you'll then be given a few seconds to kill it before it starts tearing into a wagon. The road is blocked by the tottering rocks you saw in the Lot Wilderness, and when you run to the front of the procession to push them over you'll often trigger ambushes. If things go horribly wrong, run to a damaged wagon after clearing the area and press the A button to use a Repair Kit.



As a general rule you should use your Encounter Circle to engage your foes, so you can strike at them from as far away as possible. Those with the Field Barrier skill should fire it up after defeating the first group of Fat Pack Rats, so they can clear later rats by running through them.

Completing the Wagon Escort mission won't be difficult, but earning the 30-point achievement for doing it perfectly certainly will be. The key is memorization—if you know exactly where your foes are going to appear, you can have the first land directly on your Field Barrier and reach the other ambushers in record time. For step-by-step instructions on how to earn a perfect score, see the Achievements section in the back of this book.



When you get a mixed group of foes, go for the rats first. They tend to attack more quickly than the Tigers.



FAT PACK RAT 163

LEVEL: 14 HP: 176 MP: 0

Weak:	Fire
Resists:	Light
Steal (Common):	Fresh Garlic
Steal (Rare):	Stour Garlic

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Jibral Castle Town

BARRIERS: x1 x0 x0 x0 x0

Goods & Services

INN

Overnight Stay	0G

ACCESSORY SHOP

Jibral Necklace	1400G
Jibral Earring	650G

ITEM SHOP

Medicine	30G
Mega Medicine	100G
Magical Medicine	250G
Mega Magical Medicine	500G
Light Crystal	500G
Shadow Crystal	450G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Stone-Be-Gone	30G
Fresh Garlic	80G
Stout Garlic	300G

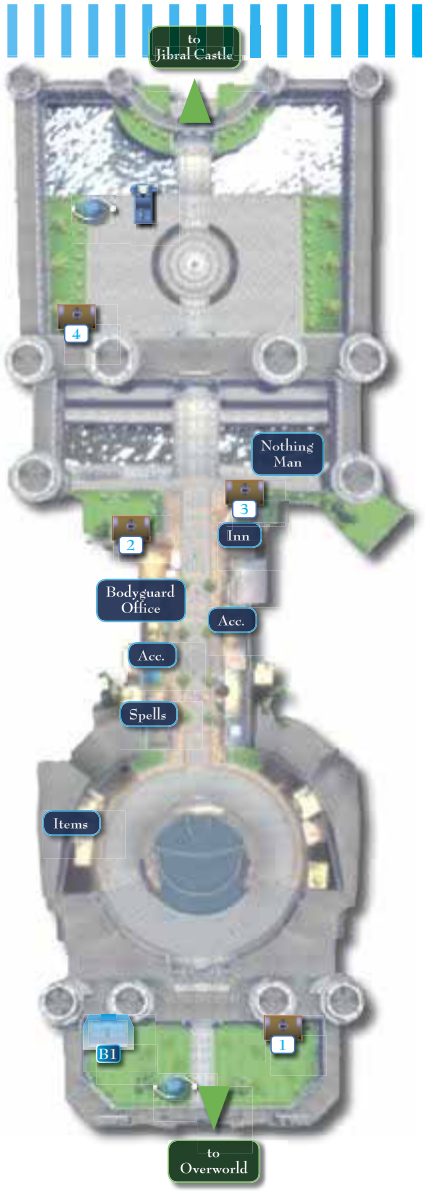
Goods & Services

SPELL SHOP

White Lv2/Cure Kelolon	1000G
White Lv2/Zephyr	1200G
White Lv2/Regenerate	1050G
White Lv3/Heala	2250G
White Lv3/Revive	2350G
White Lv3/Cancel	2100G
Black Lv2/Ground	850G
Black Lv2/Extract	1200G
Black Lv2/Shadow	1100G
Black Lv3/Flara	2300G
Black Lv3/Shadow	1950G
Black Lv3/Watera	2150G
Support Lv2/Quick	950G
Support Lv2/Dizzy	1000G
Support Lv2/Poison	850G
Support Lv3/Slowa	2200G
Barrier Lv2/Trapfloor	900G
Barrier Lv2/Resist	1000G
Barrier Lv2/Wall	1150G
Barrier Lv3/Wall	2400G

CHESTS

1. Cure-All
2. Medals x 5
3. Medals x 3
4. Ultra Medicine
B1. Poo Bracelet



SCOUR THE TOWN FOR ELIXIRS AND ACCESSORIES



In a town of this size, there are literally hundreds of objects to search. The highlight is the pair of Body Builder Elixirs stashed in the Bodyguard's Office, but you'll find a variety of supplies and Nothings by searching behind shop counters, in barrels and kiosks along the main street, and in the furniture of open homes.

The Inn has lots of great places to search, and is also home to a trio of treasure chests that hold the game's first three accessories. To equip an accessory, a character needs to equip the Accessory +1, +2, or +3 skills, which are learned from the Generalist Shadow Class. Accessories offer huge stat boosts that allow you to target specific stats, and are another great reason to endure the pain of the Generalist class.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HIT THE SHOPS TO UPDATE YOUR SPELL LIST

Not every merchant in Jibral wants your business, but the ones who do have a lot to offer. The spell shop offers five great new spells (including the long-awaited Revive) and an opportunity to pick up any level-2 or level-three spells you missed along the way. Don't forget to equip your Assassin-Class Negotiate skill before you hand over a bag full of gold! You'll also find a few choice selections at the Item Shop, including Crystals and Mega Medicines.



TRADE NOTHINGS FOR SOMETHINGS BY THE CANAL

Before you cross the bridge to Jibral Castle, take the stairs down to the canal. There you'll find the Nothing Man, who will tally up all of the Nothings you've found for searching objects and give you Accessories in return. Diligent searchers should already have over 600, enough to earn five accessories that include the excellent Stomach-Band and Champion's Belt.



LOCATION



Jibral Castle

BARRIERS: x1 x3 x0 x1 x0

Castle 1F



Basement



Laboratory



CHESTS

1. Cure-All
2. Power-Swap Dart
3. Grand Ruby
4. Medal
5. Ancient Feather

B1. Shell Earring
B2. Shell Badge
B3. Lv 5 - Waterus
B4. Lv 6 - Grandus

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Castle 2F



CHESTS

1. Medals x 25
2. Medals x 3
3. Medals x 4
4. Giant Amethyst
5. Ancient Fossil
6. Grand Sapphire

B1. Chain

Castle 3F



MILESTONE 2 SEEK AN AUDIENCE WITH THE KING





You can't simply barge into the throne room without following the appropriate channels. First, visit Minister Jonveeno in his office in the west wing of the second floor. He'll shoot you down, but you'll find a much warmer reception in the office of the Senior Minister, which is in the east wing. (You won't be allowed in unless you speak to Jonveeno first.) The Senior Minister will escort you directly to the Throne Room.

After a brief audience, meet Zola and the king at the stairway to the roof, where they'll show you the tsunami vortexes that threaten all of Jibral. Once you agree to help, he'll send you down to the basement, where Zola will be waiting with more information about their plan. After a very brief talk, head towards the door, and she'll invite you back to her quarters (allowing you to loot the last locked room of the castle).



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

THE SCATTERED TREASURES OF JIBRAL CASTLE

Newly inspired Nothing-hunters can find plenty of Nothings (as well as the occasional something) in the castle kitchen. More can be found in the many ornately furnished rooms above, and in the massive piles of junk in the basement below. But the best loot of all can be found in the garden, where several HP Up Elixirs are hidden among the flowers.





ANOTHER VIOLET STORM IS BREWING...



When you're done shopping and exploring Jibral, return to the Inn and speak to Fushira. You can catch a few hours of sleep in his room, but then you'll be awakened prematurely when the violet clouds roll in. Fushira will give you 10 Phoenix Talons, and send you out to investigate. When you approach the castle, the king will give the orders to begin the counterattack, and by the time you reach his position on the roof, he'll be ready to have you join the raiding party. Make sure to save your game at the Bell Tower before you join Zola and the king on the roof.



THERE'S ALWAYS TIME FOR LITTLE JON!

On your way out, you'll find young Shifa waiting outside your hotel. She's lost her dog, and if you can spare a few moments to help her search, you'll be well rewarded for it. You'll find Jon in the Senior Minister's office in the second floor of the castle, and if you speak to the Minister he'll hand over the level-4 Resista Barrier Magic spell.



REEL IN NENE'S FLYING FORTRESS

ACHIEVEMENT

Your first mission is to help pull in the Flying Fortress. Like all button-mashing events, there's a 5-point achievement at stake here, and this is one of the easiest ones to earn. The only real catch is that while the mini-game starts with the familiar A button, later pulls will require you to mash on the Y or X buttons instead. Memorize their positions on the controller before you start so you don't have to waste time looking. Once you've successfully reeled in the fortress, find Zola and speak to her to join the boarding party.





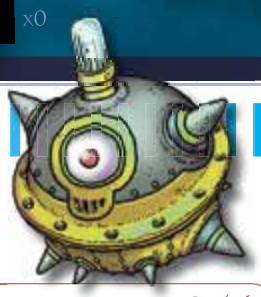


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The Flying Fortress

BARRIERS: x0 x0 x0 x0 x0



CHESTS

1. Lv 4 - Shadowa
2. Lv 4 – Trapflora
3. Elevator Key
4. Iridescent Wind

Level 1



Hover Patroller 056

Level: 16 HP: 150 MP: 0

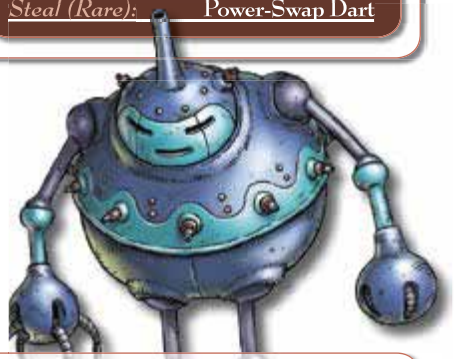
Weak:	Water, Wind
Resists:	Earth, Light, Dark
Steal (Common):	Kelolon Powder
Steal (Rare):	Sleep Powder



Winking Medic 061

Level: 16 HP: 88 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	No-Ghost Device
Steal (Rare):	Power-Swap Dart



Flying Mecha Robo 069

Level: 18 HP: 280 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Sleep Powder
Steal (Rare):	Broken Eternal Eng.

MILESTONE 3 INFILTRATE THE FLYING FORTRESS

AND ZOLA MAKES FIVE...

The first order of business is to welcome Zola to the fold, and to select for her a Shadow Class and assortment of skills. She joins with 18 ranks in Assassin and 6 in Sword Master, Black Magic, and White Magic, so you can take her in a variety of directions. If that's not enough, just wait till she levels up; then she'll be able to unlock as many classes as necessary to catch up with the rest of the party.



SHADOWY TREASURES OF THE FIRST FLOOR

Head downstairs to the ground floor of the Flying Fortress, where you'll find a save spot, a locked elevator, and a door to the southwest. Before you open it, head down the dark, dead-end tunnel to the northeast, and search at the end of it. Hidden deep in the shadows you'll find, appropriate enough, the level-4 Shadowa spell. This nasty spell does significantly more raw damage than Flara, and should be the Black Magic spell of choice for this dungeon's many tough boss encounters.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHESTS

1. Phoenix Wing
2. 1,000 Gold
3. Flawless Emerald
4. Jibral Bracelet
5. Grand Amethyst
6. Cure-All
7. Broken Eternal Engine
8. Ancient Feather
9. The Way of the Thief
10. Supermetal Earring
11. Shadow Crystal
12. Mega Magical Medicine
13. Ultra Medicine
14. Grand Light Crystal
15. Supermetal Necklace
16. Iridescent Cyclone

MILESTONE 4 DEACTIVATE THE ETERNAL ENGINES

After finding the Shadowa Spellbook, open the door to the southeast, give the room a thorough search for Nothings and EXP boosts, and grab the Elevator Key from the chest. Ride the elevator to the second floor, where you'll find a vast maze of corridors. Your objective here is to reach the four internal passages that lead to the Eternal Engines that power the fortress, and deactivate each one. The first passage is just east of the elevator, but treasure hunters will want to head west first, where they'll find a Phoenix Wing at the end of a dead-end path and 1,000 Gold in a southwest room.

Deactivating each Eternal Engine will remove a laser barrier elsewhere, allowing you to proceed through the floor in a counterclockwise direction. But Nene isn't going to sit idly by while you take his fortress apart piece by piece. His henchman Szabo will send bosses to stop you, and you'll have to fight through two of them before you reach a place where you can heal and save. Don't waste too many resources on battle with this map's lesser foes!







To beat the Flying Fortress's robot guardians quickly and easily, use Water spells to wipe them out row by row. A pair of Black Magic users with the MP Regenerate ability will do wonders here.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Security Mecha Robo 170

Level: 20 HP: 380 MP: 125

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Sleep Powder
Steal (Rare):	Broken Eternal Engine



Tailgunner Robo-Scorpion 066

Level: 17 HP: 248 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	No-Ghost Device
Steal (Rare):	Light Crystal



Machine Gun Crab 036

Level: 17 HP: 253 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Kelolon Powder
Steal (Rare):	Shadow Crystal



Double Axe 217

Level: 23 HP: 964 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Shadow Crystal
Steal (Rare):	Grand Shadow Crystal

The Laser-Beam Limbo Challenge

Whenever you trip a red laser beam you'll set off an alarm and spawn a new foe. A human party leader would need to carefully time the movements of the beams and run under them at the exact right spot, but clearing them is snap for the diminutive Marumaro. Put him in the lead spot by opening the Main Menu and pressing the right bumper until the star lands by his data box.





Szabo's First Guardian: Silent Ku

Silent Ku's pistols hurt, but a healthy hero should be able to shrug off a bullet or two… under normal circumstances. Ku gets a whole lot tougher when he enters "Gunman Mode," where he can counter any attack (even spells) with a Quick Draw shot that will likely prove fatal. Ku can only maintain Gunman Mode for one round, so either spend your turns using healing and boost spells, or charge your attacks so they'll go off after his next turn.









If a key spellcaster is silenced by Ku's Flash Bang, you'll have to wait it out or burn a valuable Cure-All. No other item will do the trick.



Silent Ku 283

Level: 18 HP: 2420 MP: 0

Attack:	165
Defense:	30
Mag. Attack:	10
Mag. Defense:	100
Speed:	15

Weak:	—
Resists:	Light
Steal (Common):	Grand Ruby
Steal (Rare):	Iridescent Cyclone

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

SZABO'S SECOND GUARDIAN: TURBULENT MAI

Mai will catch you outside of the third Eternal Engine, so you'll have plenty of time to prepare. They key is to make sure that every character can do something useful from the back row (ie, cast spells), because Mai's trademark Turbulence move will reverse the formation of your party, putting the spellcasters front-and-center and the fighters in the back. You can use the Formation command to get back in position, but he'll probably just use Turbulence again. Blast him with spells and spell items instead.



Turbulent Mai 289

Level: 19 HP: 2000 MP: 0

Attack:	170
Defense:	35
Mag. Attack:	10
Mag. Defense:	150
Speed:	2

Weak:	—
Resists:	Light
Steal (Common):	Grand Amethyst
Steal (Rare):	Magical Fortification Elixir





Mai uses Ku's trick sometimes, entering an "Anticipate" state that allows him to dish out deadly counterattacks. Watch out for crossed swords!



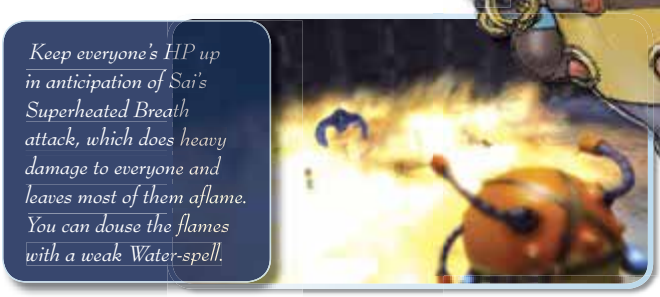
SZABO'S THIRD GUARDIAN: HEAT-WAVE SAI

Bombs are Heat-Wave Sai's weapon of choice, and he'll toss an awful lot of them your way. But when Sai gets cocky and starts tossing bombs up and down, you have a chance to target the bomb with a Fire-type spell and detonate it prematurely for a nice chunk of damage. Outside of that opportunity, stick with Shadowa spells instead of Fire-type stuff; it's by far the most powerful spell in your arsenal.



You'll find a save spot and an Ancient-Hospital-style healing device on your way to the fourth Eternal Engine. You'll be coming back this way after you deactivate the engine, so you can afford to battle the Double Axe enemies and Heat-Wave Sai with wild abandon—the healing device will refill your MP too.





Keep everyone's HP up in anticipation of Sai's Superheated Breath attack, which does heavy damage to everyone and leaves most of them aflame. You can douse the flames with a weak Water-spell.

Heat-Wave Sai 285

Level: 18 HP: 3700 MP: 0

Attack:	140
Defense:	15
Mag. Attack:	10
Mag. Defense:	130
Speed:	8

Weak:	—
Resists:	Light
Steal (Common):	Grand Emerald
Steal (Rare):	War-Mage Elixir

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DEALING WITH GHOSTLY SHENANIGANS

Deactivating the fourth Eternal Engine will lift the barrier in the northwest outer corridor, allowing you to reach the passage to the Warp Device Room. But before you hop into that Warp Device, grab a Grand Light Crystal in the room to the south, and then follow that path to its eastern terminus, where you'll find an Iridescent Cyclone. You'll also find the door to the northeast room, where a Supermetal Necklace can be found in a Treasure Box and 1,000 Gold awaits in a searchable missile. The Warp Device will take you to Engine Room 5, where you can save your game, search tubes for nothings, and battle Szabo's final guardian.





SZABO'S FOURTH GUARDIAN: RAGING KESU



Kesu's Special Knives have been coated in something nasty, and can cause all sorts of conditions like Poison and Paralysis. Fortunately, Barrier Magic users can take the sting out of Kesu's blades by using Resist and Resista spells and charging them to cover the whole party. Without status condition tricks to throw at you, Kesu will be left with only standard attacks and his Mow Down-esque Knife Storm move.



Both Resist and Resista have different effects, so you'll want to cast both. But use Resista first, since your Barrier Magic user can't cast Resist if he or she is paralyzed.



Raging Kesu 287

Level: 19 HP: 2200 MP: 0

Attack:	120
Defense:	30
Mag. Attack:	10
Mag. Defense:	155
Speed:	18

Weak:	Wind
Resists:	Light
Steal (Common):	Grand Sapphire
Steal (Rare):	Fortification Elixir

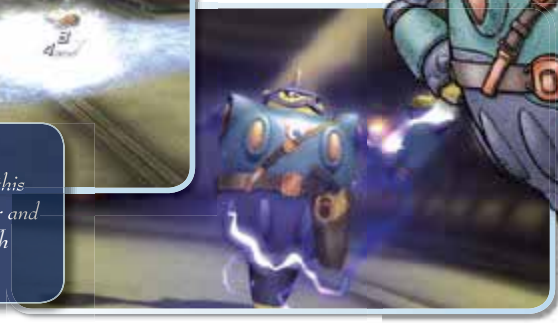
PURSUE SZABO AND THE FINAL ETERNAL ENGINE



With one Eternal Engine left and two mysterious Warp Devices, your party has no choice but to split up. Zola will find the last engine, leaving the remaining heroes to blunder into a Mechat Bay guarded by Szabo himself. Szabo fights with a pair of Security Mecha Robos, who allow him to charge his powerful Chest Laser more quickly. Or at least, they would do that if they could survive the Watera spells you'll surely use to wipe them off the battlefield. Szabo will then have to waste turns charging the powerful beam, giving you plenty of time to blast him with Shadowa and recover lost HP with Zephyr spells.



The sooner you can destroy Szabo's henchmen, the easier this fight will be. Forget the Barrier and Support spells and go nuts with Watera spells and Sapphires.





Szabo 280

Level: 20 HP: 1900 MP: 750

Attack:	130
Defense:	30
Mag. Attack:	10
Mag. Defense:	150
Speed:	13

Weak:	—
Resists:	All Elements
Steal (Common):	Part of Eternal Engine
Steal (Rare):	HP Up Elixir

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 5 GRAB A MECHAT AND GIVE CHASE

ACHIEVEMENT

Nene has fled the scene, but you can catch him with the help of the second Mechat that he left behind. Once you've thoroughly searched the area and saved your game, hop in and choose your combat mode. In Easy mode you'll earn more power-ups, face fewer projectiles, lose less health, and never have to worry about your gun overheating. But only in Normal Mode do you have a shot at the 30G achievement for a perfect victory.

The trick to Mechat combat (in Normal mode) is to fire your gun only in short bursts and strictly as a defensive measure against Nene's rockets. Use rockets exclusively against his ship, and don't worry when they run out—if you're diligently destroying the projectiles he throws at you, you'll earn several refills. Nene will circle around to attack from the sides and rear—follow him closely so he can never get a surprise hit against you! If you can beat him without ever taking a single hit, you'll earn the achievement.







After Nene's Mechat seems to go down in flames, it rises again to attack with a series of spiky blue mines. Blast them to protect yourself and earn missile refills.



CELEBRATE THE END OF NENE'S SCHEME... AND DISC 1!



After the battle, Castle Jibral will be a non-stop party. The buffet tables offer dozens of new places to search, and you'll find several SP bonuses among the usual supply of loot and nothings. You'll also find a new treasure chest in the corner, containing a… Part of Eternal Engine? Great. Thanks. When you've had enough merriment, speak to Zola, the king, and then to Zola again. That will end the party, the quest, and Disc 1.

ACHIEVEMENT

Make sure to speak to the owner of Café Jibal to receive a Special Gift Card that can be redeemed in later quests. You have only one shot at this item, so do not miss it!





WALKTHROUGH
DISC 1 - QUEST 4
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
Prologue
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DISC 2 Walkthrough

WALKTHROUGH MAP LEGEND

- CHEST
- RED BARRIER CHEST
- BLUE BARRIER CHEST
- GREEN BARRIER CHEST
- WHITE BARRIER CHEST
- BLACK BARRIER CHEST
- RED BARRIER
- BLUE BARRIER
- GREEN BARRIER
- WHITE BARRIER
- BLACK BARRIER
- WARP POINT
- SAVE POINT
- BOSS BATTLE — BOSS!
- MULTIPLE SHOPS — Shops
- INN — Inn
- ITEM SHOP — Items
- ACCESSORY SHOP — Acc.
- SPELL SHOP — Spells
- TORIPO SHOP — Toripo
- MAP POINT CONNECTION — A

DISC 2 DESTINATIONS



QUEST 1



PAGE 110

QUEST 2



PAGE 124

QUEST 3



PAGE 140

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



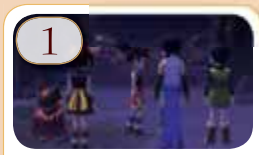
DISC 2

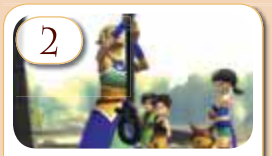
Quest 1

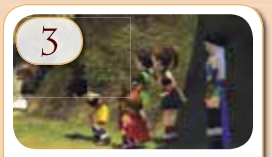
THE ALUMARU BELL

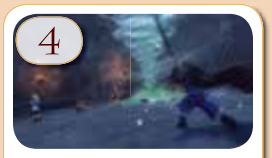
The king is sending you north, but we're sending you southeast for a lengthy side quest set in the village of Alumaru. Of course, this quest is entirely optional, so if you're eager to go gunning for Nene, feel free to skip ahead to Quest 2-2 when day breaks and the gates of Jibral finally open.

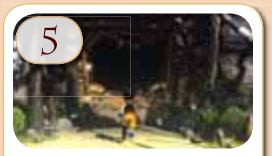
Milestones


1 Speak to the Alumaru Village Exile


2 Deliver the Message to Sura-Sura


3 Infiltrate Jeelala's Treasure Storehouse

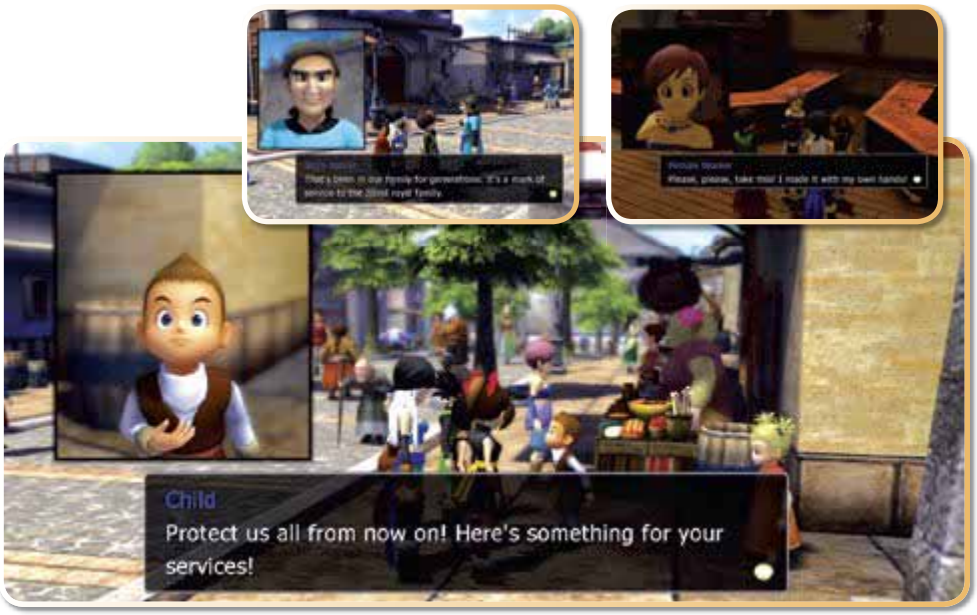

4 Defeat Jeelala and His Henchmen


5 Save Guru-Guru from the Poison Mist

A VICTORY TOUR OF JIBRAL CASTLE TOWN

You may be eager to get on with your adventure, but it's worth spending a few minutes speaking to the grateful folk of Jibral Castle Town. The first well-wisher is Toripo, who will hand over a Grand Light Crystal before offering his usual stock of Elixirs and Hearts. Continue into town to soak up more gratitude and rewards from the villagers. The haul includes:

- *A Bow Tie accessory from Jiro's Father.*
- *10 Medals from the child near the Sweet Shop alley.*
- *A Zephyr Chocolate from the Sweet Shop Owner.*
- *A Repeater Weed from the Flower Shop Owner.*
- *A Broken Eternal Engine from the General Store Owner.*
- *A Princess' Kiss from the Sheep Woman in the Item Shop.*
- *A The Way of the Thief from the Salesman in the House by the Fountain.*
- *Four Medals from the Soldier in the Spell Shop.*
- *A War-Mage Elixir from Female Worker in Spell Shop.*
- *A Designer Vase from Foreman Rokrobe in the Vase Shop.*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

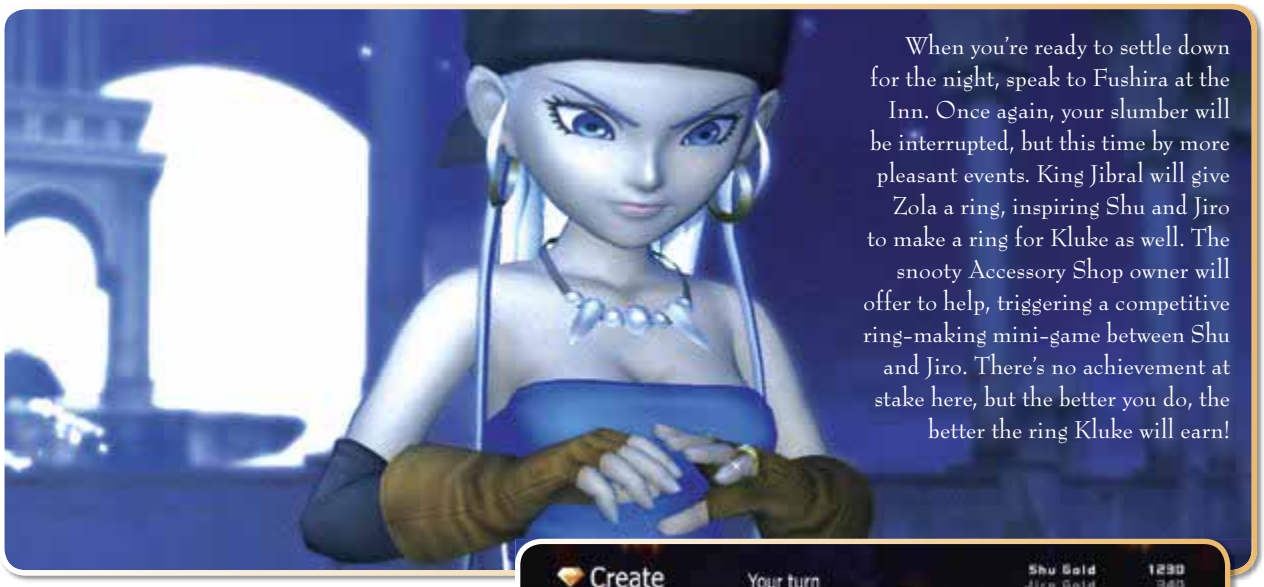
The snooty Accessory Shop owner is now willing to open up his stock of Jibral Bracelets and Rings to the likes of Shu and his party. You can also enter Café Jibral, where a few more prizes await. Achievement Hunters take note: The Café's Soldier's Shield Earring and Foreman Rokrobe's Designer Vase are one-chance-only items that you won't be able to go back for later in the game.

- *Three Medals from the Old Man in Café Jibral.*
- *Shield Earring from the Jibral Soldier in Café Jibral.*
- *HP Up Elixir from Waitress in Café Jibral (in exchange for Special Gift Card).*
- *Water Earring from Little Meg in Café Jibral.*





THREE RINGS FOR TWO LADIES



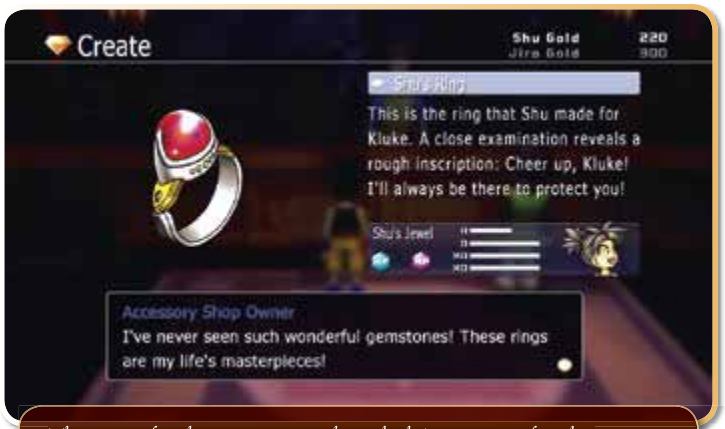
When you're ready to settle down for the night, speak to Fushira at the Inn. Once again, your slumber will be interrupted, but this time by more pleasant events. King Jibral will give Zola a ring, inspiring Shu and Jiro to make a ring for Kluke as well. The snooty Accessory Shop owner will offer to help, triggering a competitive ring-making mini-game between Shu and Jiro. There's no achievement at stake here, but the better you do, the better the ring Kluke will earn!



The game proceeds turn by turn, with each character buying a gem for the ring (by selecting it from the list and pressing the A button). Each gem affects your stats by boosting some and lowering others. After the gem is added, you can sell back the leftover powder to earn gold with which to buy your next gem. Don't agree to forge the ring until you're out of money or all the gems have been used.

Early on, don't try to avoid stat reductions—those give you more money that you can use to buy better gems. Instead, alternate big stat boosts with big stat reductions to make the most money, while picking up both HP and MP boost abilities as the opportunities arise. If possible, try to bankrupt Jiro by buying out a lot of the cheap stuff early (he tends to buy the most expensive gems he can afford). If you buy gems in the order shown in the caption on the next page, you'll bankrupt Jiro and make a "masterpiece" ring with incredible stats. But it isn't quite perfect… Can you do better?

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The recipe for this ring is, in order, Black Zircon, Leaf Ruby, Turquoise of Love, Mad Amethyst, Ocean Topaz, Forest Sapphire, Silent Peridot, Princess Garnet, Red Onyx, Spiritual Moon.



Rings don't equip themselves, so don't forget to give Kluke which-ever ring turned out better, and have Zola equip the spectacular Royal's Ring.

THE CROSSROADS OF JIBRAL

Roads extend in every direction from a crossroads just south of Jibral Castle. The road to the northwest leads to Nene's last known location (see Quest 2-2), while the road to the southeast leads to our next destination: Alumaru Village, the home of the Gorgo Beastfolk. The path south is the Road to Jibral that you lead the wagon through, which you can now thoroughly search for nothings and minor items. You can't go back to the villagers' camp, but if you cross to the other end of the road you'll exit at the small patch of Coastal Road that used to connect to Talta Village.



You'll also find plenty of monsters in the Jibral Region, including Cockatrices and Chief Rolling Rippers that can be paired up in a Monster Fight.

Glutton Locust 44

Level: 20 HP: 112 MP: 500

Weak:	Fire
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed

Fanged Skimmer 108

Level: 20 HP: 128 MP: 500

Weak:	Fire, Wind
Resists:	Earth, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed

Cockatrice 122

Level: 21 HP: 160 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

RARE MONSTERS OF THE COASTAL ROAD

The Coastal Road (now accessible via the Road to Jibral) is home to only a single treasure chest, which holds an Ultra Magical Medicine. Why bother? Well, those seeking the Monster Record achievement will find two rare enemies that appear nowhere else: The Land Crab and Poison Helmet. Kill one of each to earn their Encyclopedia entries.

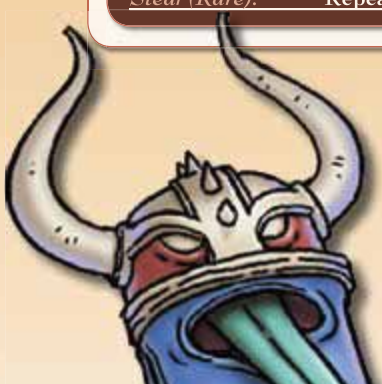




Land Crab 35

Level: 22 HP: 224 MP: 0

Weak:	-
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed



Poison Helmet 106

Level: 23 HP: 336 MP: 0

Weak:	Fire, Dark
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed

Chief Rolling Ripper 93

Level: 22 HP: 336 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Grand Amethyst

CHESTS

(Jibral Area)

- Iridescent Wind
- Medals x 1
- Part of Eternal Engine
- Flawless Amethyst
- Flawless Sapphire
- Cure-All
- Medals x 3
- Medals x 2
- Ultra Magical Medicine
- Light Crystal
- Medals x 7

MILESTONE 1 SPEAK TO THE ALUMARU VILLAGE EXILE

You can attempt the Alumaru Bell quest at any point in the game, but now is the time to do it—the enemies are a bit easier than they are to the north, and you won't have another opportunity to challenge it for quite some time. However, don't set foot in the Exile Forest unless you're ready to commit to a lengthy quest; once it begins, you won't be able to leave the Exile Forest/Alumaru Village area until the job is done.

A VOICE FROM THE LAND OF EXILES

The Exile Forest is a tiny, unguarded area that is little more than the entrance to the Exile Forest cave. A thick mist will prevent you from entering, but you can converse with the cave's occupant, an exiled criminal who asks you to deliver a message to someone named Sura-Sura in Alumaru Village. Before you proceed south in search of Sura-Sura, search the rocks and massive weapons for a few bucks, a few nothings, and 10 SP.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Alumaru Village

BARRIERS: x1 x0 x1 x0 x0

CHESTS

1. Gorgo Elixir
2. Flawless Sapphire
3. 1,000 Gold
4. Scarf
B1. Alacrity Elixir
B2. Mirror Earring



MILESTONE 2 DELIVER THE MESSAGE TO SURA-SURA

The road that connects the Exile Forest to the Alumaru Village is a thin, direct passage guarded by slow-moving enemies who are easily evaded. The Pink Grunts are the most dangerous of the bunch; if they succeed in poisoning a character with their poison breath, they'll follow it up with deadlier physical attacks. You can knock their shields away with a successful critical hit.





Delirious Skimmer 110

Level: 21 HP: 152 MP: 500

Weak:	Fire, Wind
Resists:	Earth, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed



Coquettish 112

Level: 20 HP: 104 MP: 0

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed



Crested Cockatrice 121

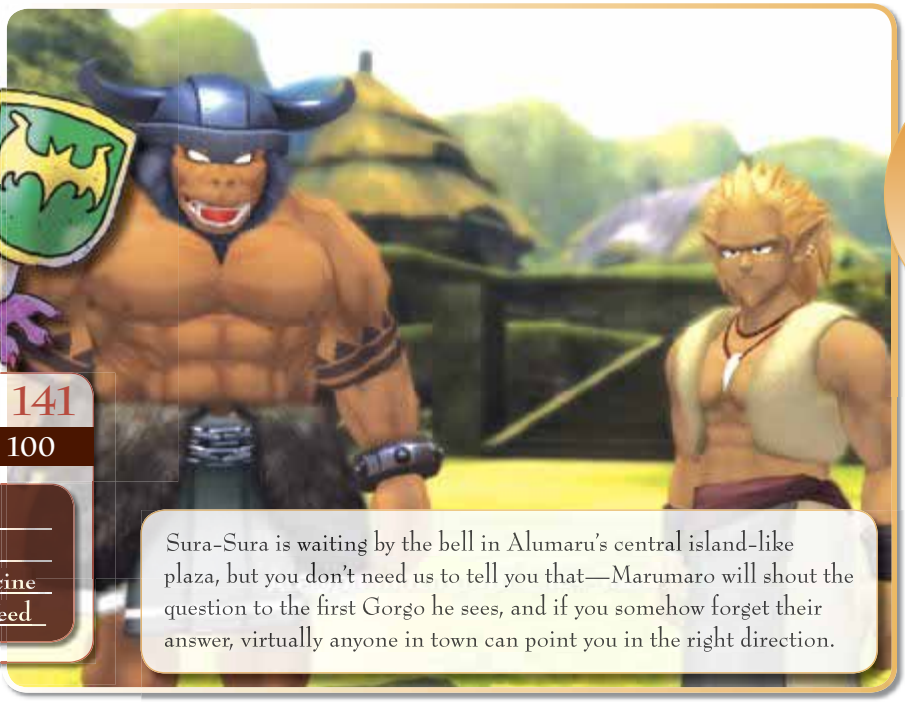
Level: 16 HP: 200 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SURA-SURA'S ENDLESS VIGIL





Pink Grunt 141

Level: 23 HP: 336 MP: 100

Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed

Sura-Sura is waiting by the bell in Alumaru's central island-like plaza, but you don't need us to tell you that—Marumaro will shout the question to the first Gorgo he sees, and if you somehow forget their answer, virtually anyone in town can point you in the right direction.

Sura-Sura doesn't intend to follow Guru-Guru's advice, but the town chieftain Jeelala will help her by taking the bell away. Jeelala's guards will then disperse, allowing you to investigate his home in the northeast part of town.





ITEM HUNTING IN ALUMARU

The big attraction in Alumaru is the level-4 spells, particularly the White-Magic Zephyra and Black-Magic Grounda and Extracta (which steals MP instead of HP). There isn't much else worth buying, but nothing-hunters will find scores of objects to search: The usual items—crates, barrels, and shop stock displays—as well as a few Alumaru specialties such as wild ferns and massive weapons. The best items can be found in the inn, where cabinets and drawers contain a Grand Light Crystal, Grand Shadow Crystal, and Phoenix Talon. You'll catch a stink if you search hanging fish, but completists should do so anyway; at least one holds a medal.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Goods & Services

INN

Overnight Stay	30G

ITEM SHOP

Medicine	30G
Mega Medicine	100G
Magical Medicine	250G
Mega Magical Medicine	500G
Light Crystal	500G
Shadow Crystal	450G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Princess' Kiss	20G
Stone-Be-Gone	30G
Mental Surge	200G
No-Ghost Device	250G
Fresh Garlic	80G
Stout Garlic	300G
Kelolon Elixir	350G

SPELL SHOP

White Lv 3/Heala	2250G
White Lv 3/Revive	2350G
White Lv 3/Cancel	2100G
White Lv 4/Cure Paralysis	3100G
White Lv 4/Zephyra	3300G
White Lv 4/Shina	2900G
Black Lv 3/Flara	2300G
Black Lv 3/Winda	1950G
Black Lv 3/Watera	2150G
Back Lv 4/Grounda	3100G
Black Lv 4/Extracta	3300G
Black Lv 4/Shadowa	2850G
Power Lv 3/Slowa	2200G
Power Lv 3/Panic	1900G
Power Lv 3/Anchor	2100G
Power Lv 4/Kelolon	3450G
Barrier Lv 3/Shielda	2400G
Barrier Lv 3 - Shella	2350G
Barrier Lv 3/Reflect	2400G
Barrier Lv 4/Trapfloora	2800G
Barrier Lv 4/Resista	3150G

ACCESSORY SHOP

Jibral Bracelet	100G
Jibral Ring	1100G
Jibral Necklace	1400G
Jibral Earring	650G

MILESTONE 3 INFILTRATE JEELALA'S TREASURE STOREHOUSE

THE SECRET OF JEELALA'S MANSION

Jeelala isn't about to open the doors of his luxurious manor for you, but he can't stop you from searching the grounds. You'll find plenty of items and nothings to the left, and if you circle around to the right, you'll stumble upon Jeelala's guards hauling the bell to a locked dungeon on his property. Save and stay at the inn if necessary before you enter, because there are some tough monsters in the storehouse below.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The Treasure Storehouse

BARRIERS: x0 x0 x0 x0 x0



CHESTS

1. Flawless Sapphire
2. 500 Gold
3. 100 Gold
4. 500 Gold
5. 500 Gold
6. 100 Gold
7. Gorgo Elixir
8. 100 Gold
9. 1,000 Gold
10. Mega Magical Medicine
11. Stomach-Band
12. 500 Gold
13. 100 Gold
14. Light Crystal
15. Medals x 30
16. 500 Gold
17. 500 Gold

LEVEL B1



to Alumaru Village

CHESTS

18. Phoenix Wing
19. Medals x 1
20. Bellybutton Ring of Earth
21. Flawless Ruby
22. Mystery Part Un

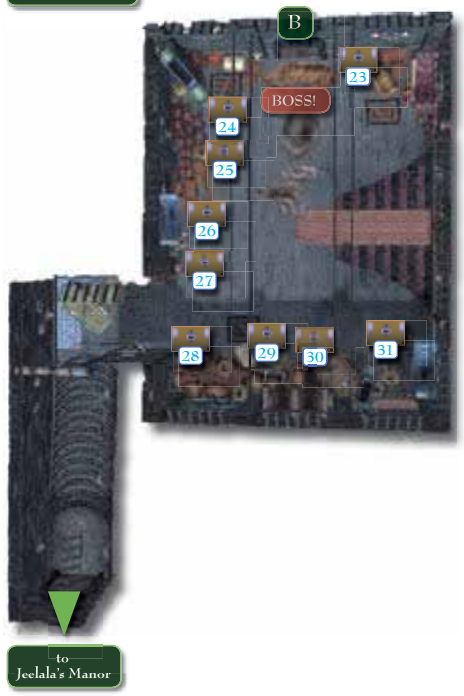
LEVEL B2



CHESTS

23. Part of Eternal Engine
24. Medals x 7
25. Diamond-Encrusted Ring
26. 5,000 Gold
27. Ancient Feather
28. Grand Tribes' Bracelet
29. Medals x 5
30. Grand Light Crystal
31. Medals x 9

STOREHOUSE



to Jeelala's Manor

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MONSTERS IN THE STOREHOUSE CAVE

The monsters in the storehouse are tough and tend to appear in sudden ambushes. You'll be met at the entrance by Parenu Pelicans that pop out of nowhere; battle both and attempt to steal a high-value Diamond Necklace if you can. In the tunnels, a wrong turn will often spawn a pair of Gold-Eating Tigers. In general, it's too risky to run—hit them head-on (or better yet, in the back) so you can get the first move and take them out before they can score with their nearly lethal physical attacks.



PARVENU PELICAN 116

LEVEL: 23 HP: 224 MP: 250

Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Diamond Necklace

GOLD-EATING TIGER 226

LEVEL: 23 HP: 448 MP: 250

Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Flawless Sapphire

FOLLOW THE BLINKING LIGHT

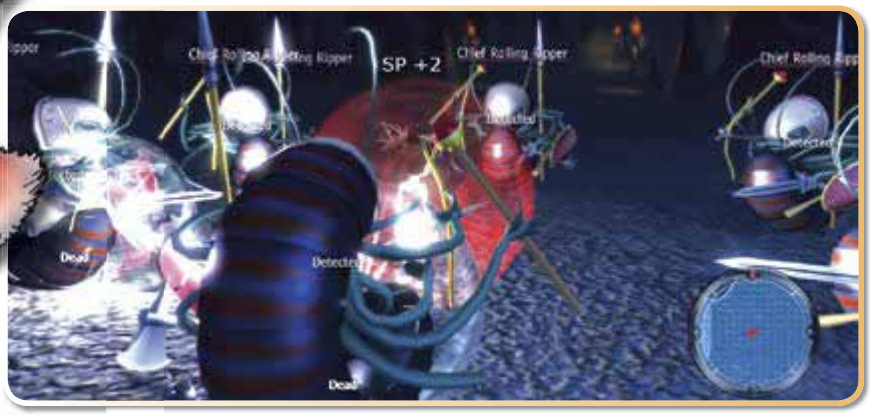
The Treasure Storehouse is full of pit traps that will send you plummeting to a lower level, but a faint blue light spawned by Zora's ring will guide you safely around them and to your destination. However, the path of the light won't lead you to all of the treasure chests and searchable items, so you'll need to ignore the light and do some independent exploration to get all the loot. For example, at the first fork the light will go right, but there are three chests to the left. If you proceed past the third however, the floor will crumble beneath you and you'll end up in the basement.



FALLING INTO THE BASEMENT LEDGE

To reach all of the treasures in the lower level, you'll need to intentionally trigger a pit trap, but to get a key item (the Mystery Part Un) you'll need to drop through pit C specifically. That will land you on a ledge with two Chief Rolling Rippers and the Myster Part Un chest. From there, you can drop down to a lower ledge where you'll find four more chests and several braziers to search, but don't expect to reach them easily—you'll trigger a massive Chief Rolling Ripper ambush if you cross through the center of the map. At times like these, it's hard to beat a good Field Barrier!





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

THE GOLD GIANT MONSTER FIGHT

The only Gold Giant in the entire games guards the entrance to Jeelala's manor. It's a tough foe, with a high defense score and over 1,000 HP, but you can even the odds by leading in some Gold-Eating Tigers and triggering a one-time-only Monster Fight. After two tigers appear in an event at point C, slowly make your way towards the giant, keeping an eye on the tigers to dodge their pounces. The Gold Giant can throw stun-inducing projectiles, so don't turn the corner to face it until the tigers are right behind you. During the fight, focus your attacks on weakening the tigers and count on them to take out the giant.







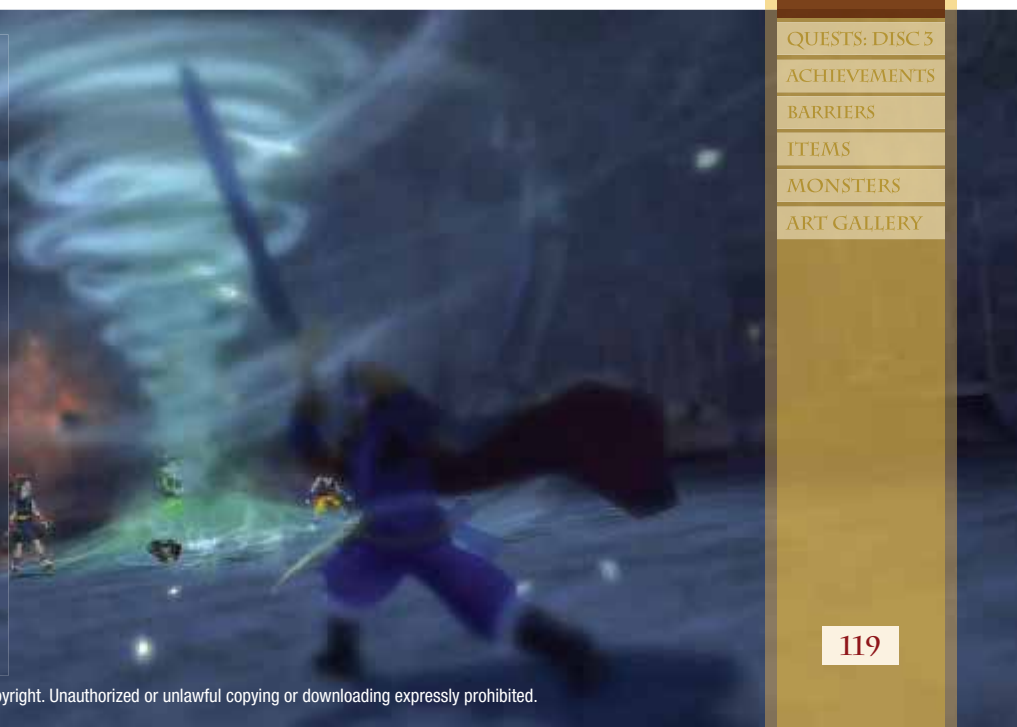
GOLD GIANT 232

LEVEL: 26 HP: 1136 MP: 250

Weak:	-
Resists:	Light
Steal (Common):	Vanity Elixir
Steal (Rare):	Flawless Sapphire

MILESTONE 4 DEFEAT JEELALA AND HIS HENCHMEN

You've discovered Jeelala's secret, and he can't let you leave with your lives. He'll start by sending two of his subordinates after you, and after you defeat them, he'll personally lead a second wave into battle against you. Jeelala fights from the back row, forcing your attackers to defeat all of his henchmen before they can get a shot at him. And as soon as you kill one, he'll summon another—you'll usually have to punch through four henchmen before Jeelala draws his sword and engages you directly. And when he does, he'll prove himself to be a very skilled swordsman. If you have the magical capabilities to pull it off, ignore the henchmen entirely and focus on blasting Jeelala with Flara and Shadowa spells—you can defeat him before he ever draws his blade!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

All of the henchman attacks and most of Jeelala's attacks are strictly physical, so whatever your offense, a fully-charged Wall spell will prove the best defense.





Jeelala 258

Level: 21 HP: 2300 MP: 500

Attack:	170
Defense:	40
Mag. Attack:	10
Mag. Defense:	120
Speed:	12

Weak:	-
Resists:	Light
Steal (Common):	Grand Ruby
Steal (Rare):	Supermetal Necklace

Gorgo Beastfolk Warrior 259

Level: 21 HP: 520 MP: 500

Weak:	-
Resists:	All but Dark
Steal (Common):	Gorgo Elixir
Steal (Rare):	Mythril Bracelet

Ransack Jeelala's Manor

To the victor go the spoils, and Jeelala has plenty of spoils to give. Loot his treasure room, then head up the stairs and give the manor a thorough scouring too. Sura-Sura will meet you on the way out, and thank you for your efforts with a Grand Tribes' Necklace. But your work isn't done yet—heal up at the inn (where you can finally witness Kururin's much-discussed performance), then head back to the Exile Forest for Guru-Guru.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The Exile Forest

BARRIERS: x0 x1 x0 x0 x1





CHESTS

1. Medals x 1
B1. Epistle of the Ghost King
B2. Lock-On Upgrade Parts

MILESTONE 5 SAVE GURU-GURU FROM THE POISON MIST



The Exile Forest is a simple cave, with a Medal to the right and a long passage guarded by a pair of Poison Mists to the left. That passage ultimately opens into a grand chamber where you'll find Guru-Guru, surrounded by a quartet of poisonous creatures and fading fast. He's not your enemy in this fight—in fact, if he dies in this battle, you'll lose the game!



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

With the poison slowly killing Guru-Guru, you'll have only a few turns to slay the four Poison Mists to save him. Instead of using area effect spells that might hurt Guru-Guru, target each Poison Mist with a Fire-type spell individually. Even standard Flare may be able to fry these fire-weak creatures!





Poison Mist 48

Level: 17 HP: 200 MP: 500

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Amethyst
Steal (Rare):	Grand Amethyst

The Shady Room and the Gem of Jibral

Guru-Guru can't offer much more than gratitude when you return him safely to Sura-Sura, but that will change soon. First, warp back to Jibral and let Little Meg escort you to the café. There you'll hear word that Guru-Guru is looking for you. Before you investigate further, pay a visit to the Shady Room in the lower part of town, where you'll now be welcome to help yourself to the Beastfolk tribe's treasure chests and nothing collection.



Protected by copyright. Jnauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

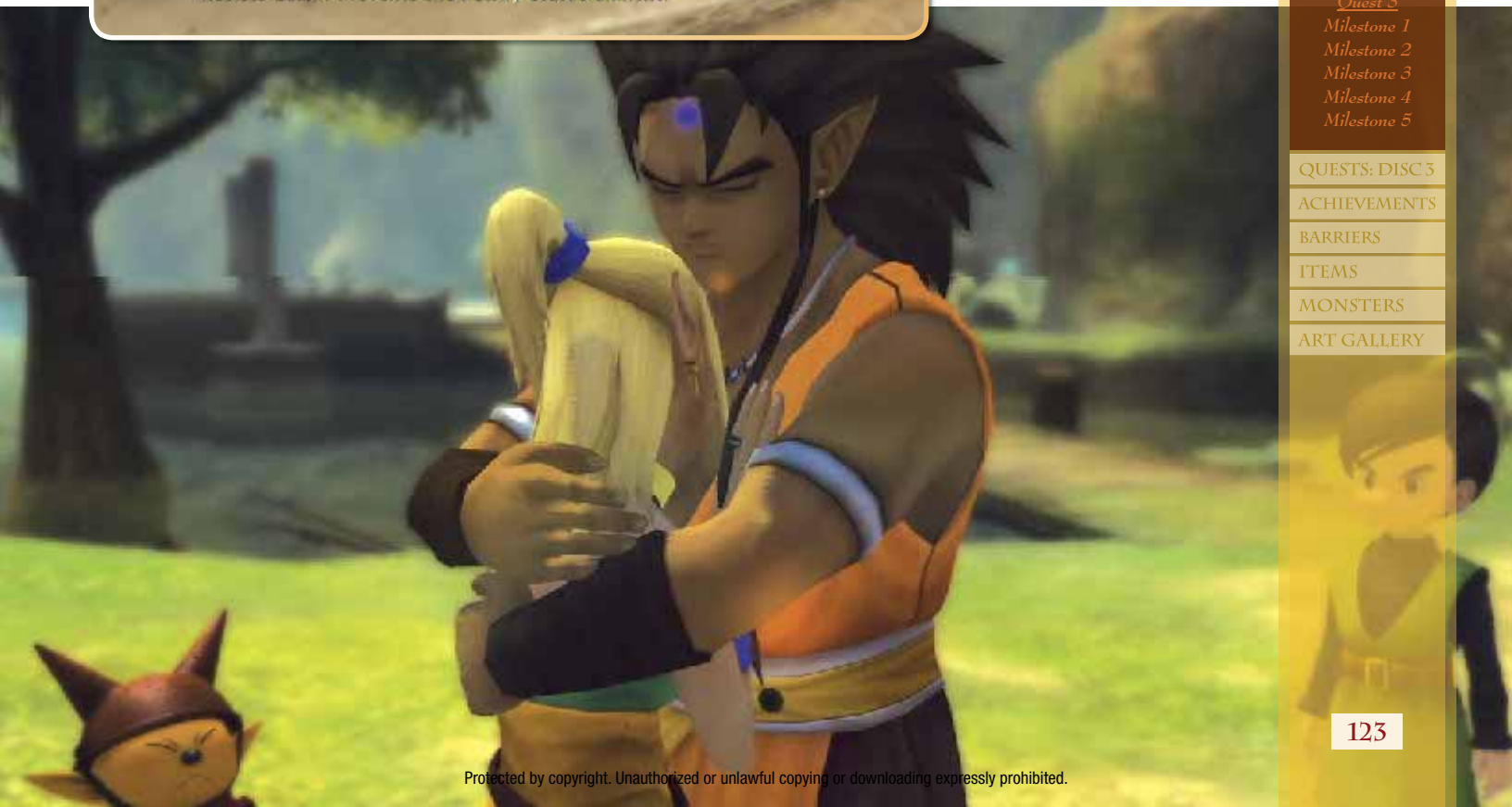


CHESTS

Medals x 9
Grand Tribes' Ring
Grand Tribes' Earring
Grand Tribes' Necklace
Broken Eternal Engine



Once you've filled your pockets in Jibral, warp back to Alumaru Village and speak to Guru-Guru. He's decided to hand over the Gem of Jibral after all, and it turns out that it's one heck of a great Special Accessory!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



DISC 2

Quest 2

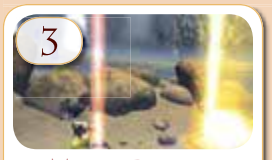
SCARS OF AN ANCIENT WAR

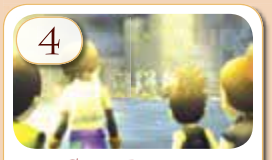
Nene's flaming Mechat was last seen hurtling towards the rocky badlands north of Jibral. It isn't yet clear if he survived the crash, but it's far too dangerous to assume otherwise—traverse the deadly Laser Field to put an end to his depraved machinations.

Milestones

1 
Search the North for Nene

2 
Find the Ancients' Blue Device

3 
Tunnel Beneath the Laser Field

4 
Climb Back to the Surface

5 
Salvage the Red Device

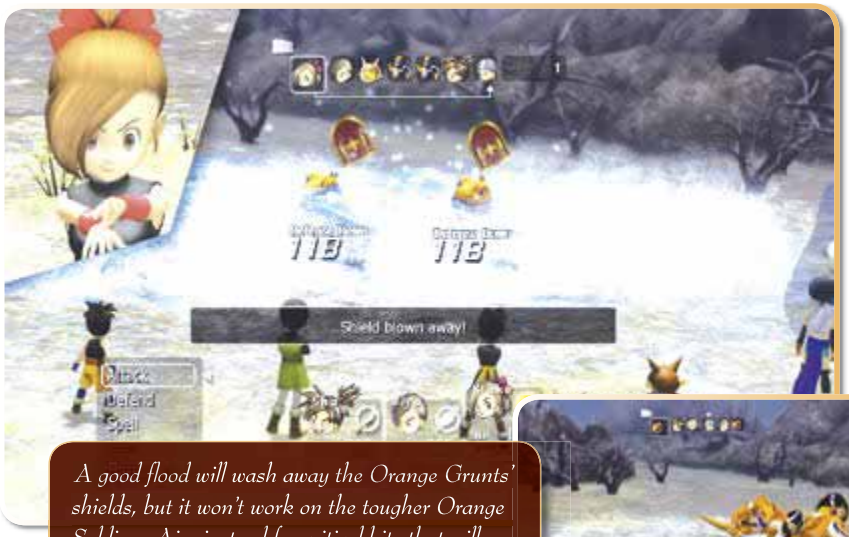
MILESTONE 1 SEARCH THE NORTH FOR NENE

TRAVERSING THE NOTHERN JIBRAL PLAINS

CHESTS

- *Repeater Weed*
- *Grand Shadow Crystal*
- *Medals x 9*
- *Power-Swap Dart*
- *Ancient Fossil*

Head east from Jibral Castle, and you'll soon pick up a thin trail that leads north through a barren patch of rocky soil. The enemies here are harsh and relentless, especially if you skipped the Chapter 2-1 side quest. There are no Monster Fights to help you, so use a Field Skill like Stealth to slip around tough foes and avoid potentially deadly Orange Soldier ambushes.



A good flood will wash away the Orange Grunts' shields, but it won't work on the tougher Orange Soldiers. Aim instead for critical hits that will knock the blades out of their hands.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Shooter Scorpion 67

Level: 20 HP: 152 MP: 0

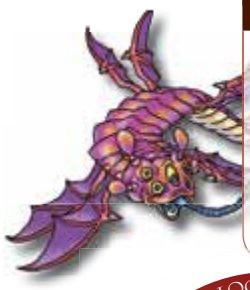
Weak:	Water
Resists:	Light, Dark
Steal (Common):	Power-Swap Dart
Steal (Rare):	Grand Ruby



Orange Grunt 140

Level: 23 HP: 336 MP: 500

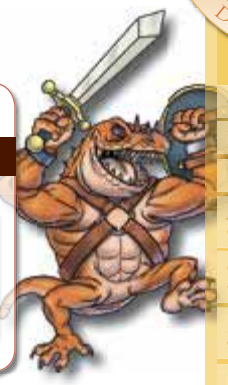
Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Magic Elixir



Souleater 100

Level: 20 HP: 403 MP: 400

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Ultra Magical Medicine



Orange Soldier 144

Level: 25 HP: 672 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Flawless Ruby



Laser Field

BARRIERS: x0 x0 x0 x0 x0



CHESTS

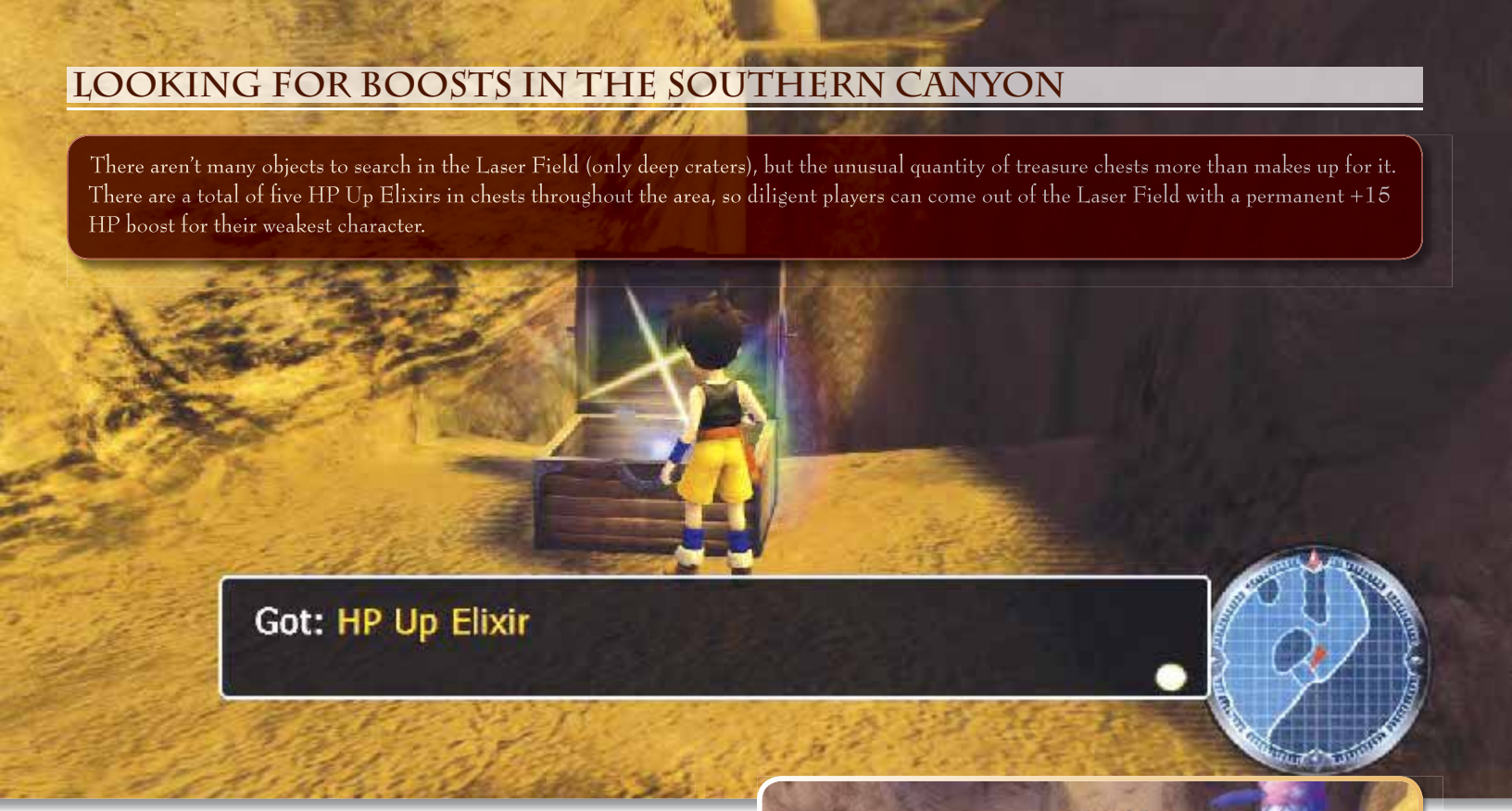
1. HP Up Elixir
2. Iridescent Cyclone
3. HP Up Elixir
4. Broken Eternal Engine
5. Grand Tribes' Ring
6. Dog Collar
7. 2,000 Gold
8. Thorn Branch
9. HP Up Elixir
10. Devee Elixir
11. Part of Eternal Engine
12. Ultra Medicine
13. HP Up Elixir
14. HP Up Elixir
15. Ancient Fossil
16. Mega Invisibility Elixir
17. Grand Sapphire
18. Flawless Amethyst
19. Ultra Magical Medicine
20. Grand Tribes' Earring
21. Shadow Crystal

WALKTHROUGH
DISC 2 - QUEST 2
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

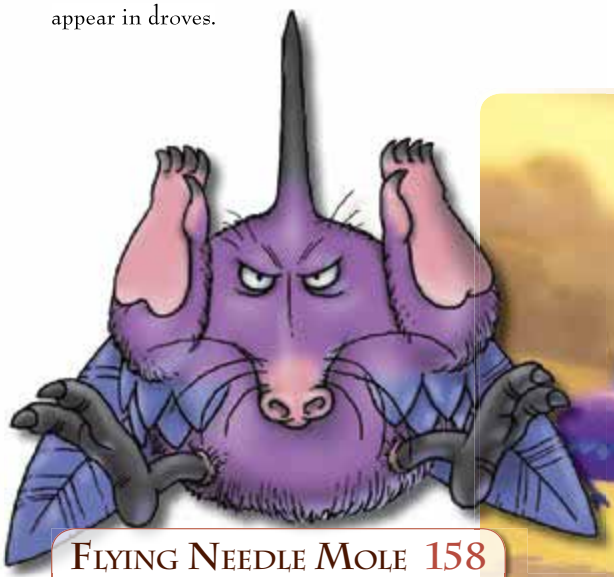
Looking for Boosts in the Southern Canyon

There aren't many objects to search in the Laser Field (only deep craters), but the unusual quantity of treasure chests more than makes up for it. There are a total of five HP Up Elixirs in chests throughout the area, so diligent players can come out of the Laser Field with a permanent +15 HP boost for their weakest character.



Of course, you can earn an even bigger boost to your stats from the EXP and SP awarded for killing the area's many powerful foes. The abundant Flying Needle Moles will typically flee from your party, so you may need to use an Attract Aura to lure them into Monster Fights with the Horned Lazy Bears. Once you've beaten at least one group of Flying Needle Moles, you can fire up a Field Barrier and pop their endlessly regenerating friends to your heart's content, earning as much SP as you can afford. The best place to hunt moles is near Chest 4, where they appear in droves.





Flying Needle Mole 158

Level: 20 HP: 144 MP: 0

Weak:	-
Resists:	Earth
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed



Horned Lazy Bears are so phenomenally lazy that they can kill a Flying Needle Mole with a single yawn.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Horned Lazy Bear 207

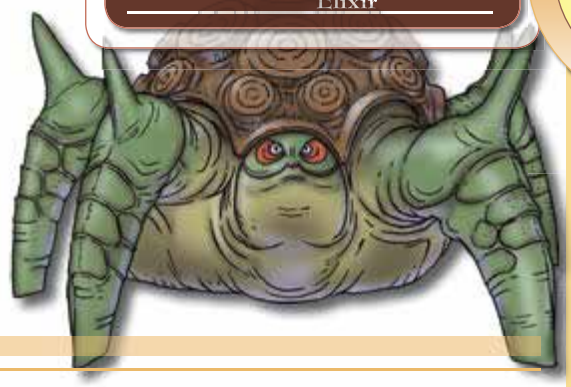
Level: 26 HP: 680 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Grand Light Crystal

Armor-Shelled Turtle 146

Level: 24 HP: 440 MP: 500

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Mega Invisibility Elixir



DODGE THE LASER BARRAGE





As you approach the northern half of the map, you'll begin to encounter new foes, including Pyre-Rats and Steel Monkeys, the latter of which will engage in a knock-down, drag-out Monster Fight with Armor-Shelled Turtles. You'll also attract the attention of a distant laser cannon that will fire an endless volley of damaging laser blasts. The blasts won't be able to connect as long as you keep moving at full speed, but if you pause for even a moment, you could be struck by several beams. Hit all the chests that you can, then run east, where you'll stumble upon an underground hatch in a triggered event scene.



There's only a single Centipede in the Laser Field, but it will make quite an impression. Blast it with Flara spells and Water Sword attacks (it's weak to Water, but Flara still does more damage), and use Wall spells to protect your party from its deadly Sonic Booms.



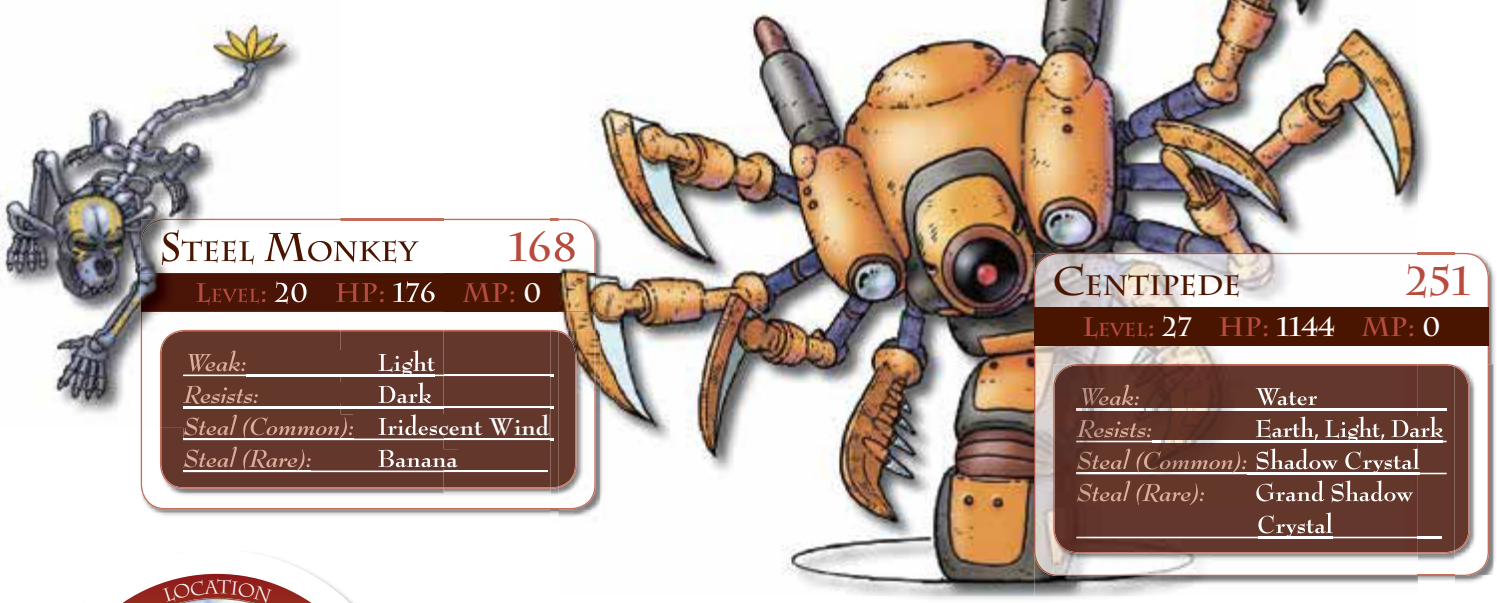
Pyre-Rat 166

Level: 22 HP: 224 MP: 400

Weak:	Water
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Grand Shadow Crystal

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Steel Monkey 168

Level: 20 HP: 176 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Iridescent Wind
Steal (Rare):	Banana

Centipede 251

Level: 27 HP: 1144 MP: 0

Weak:	Water
Resists:	Earth, Light, Dark
Steal (Common):	Shadow Crystal
Steal (Rare):	Grand Shadow Crystal



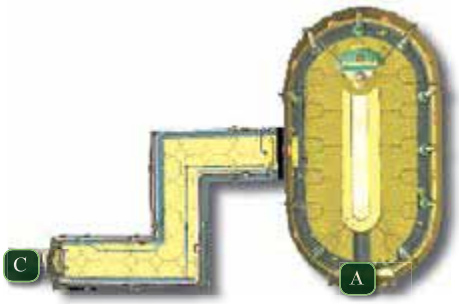
Baroy Town

BARRIERS: x7 x0 x0 x0 x0

Gate Room



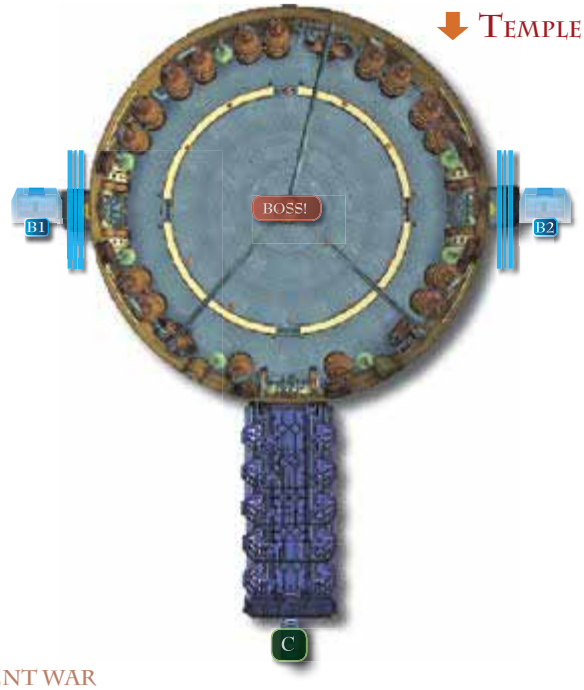
Temple 1F



Baroy Main



Temple B1



CHESTS

1. Generalist Heart
2. Barrier Magic Heart
3. Broken Eternal Engine
4. Light Crystal
B1. Magic Shoes
B2. Generalist Heart
B3. Barrier Magic Heart
B4. Flawless Sapphire
B5. Generalist Heart

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Goods & Services

INN

Electro-Wave Healing	0G

ITEM SHOP

Medicine	30G
Mega Medicine	100G
Magical Medicine	250G
Mega Magical Medicine	500G
Light Crystal	500G
Shadow Crystal	450G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Princess' Kiss	20G
Stone-Be-Gone	30G
Mental Surge	200G
No-Ghost Device	250G
Fresh Garlic	80G
Stout Garlic	300G
Kelolon Elixir	350G

ACCESSORY SHOP

Supermetal Necklace	1500G
Supermetal Earring	1200G

SPELL SHOP

White Lv 3/Heala	2250G
White Lv 3/Revive	2350G
White Lv 3/Cancel	2100G
White Lv 4/Cure Paralysis	3100G
White Lv 4/Zephyra	3300G
White Lv 4/Shina	2900G
Black Lv 3/Flara	2300G
Black Lv 3/Winda	1950G
Black Lv 3/Watera	2150G
Back Lv 4/Grounda	3100G
Black Lv 4/Extracta	3300G
Black Lv 4/Shadowa	2850G
Power Lv 3/Slowa	2200G
Power Lv 3/Panic	1900G
Power Lv 3/Anchor	2100G
Power Lv 4/Kelolon	3450G
Barrier Lv 3/Shielda	2400G
Barrier Lv 3/Shella	2350G
Barrier Lv 3/Reflect	2400G
Barrier Lv 4/Trapfloora	2800G
Barrier Lv 4/Resista	3150G

MILESTONE 2

FIND THE ANCIENTS' BLUE DEVICE

THE BOTS OF BAROY ARE HERE TO HELP

The residents of Baroy Town live to serve, and they'll help your party in any number of ways. Services include free healing, free MP recovery, and the erasure of status conditions. Of course you can get all three from a dose of Electro-Wave Healing at the hotel, which is also free.



A more unusual service can be found in the Rebuilding Garage, where a robot will transform one of your Medicines into a Mega Medicine each time you speak to him. Note that many of the buildings have silver discs on the floor that act as elevators, and there's usually all sorts of free stuff to be found on the upper floors. A robot in the upper floor of the Hotel will give you some Radiant Flour, a bot in the upper floor of the General Store will will hand over some Zephyr Chocolate, and you can find a Barrier Magic Heart in a Rebuilding Garage drawer.





The Number 33 bot is slacking off by hiding behind Baroy Town buildings. If you catch him three times, he'll buy your silence by handing over a free MP Boost Elixir.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

A METHOD TO CLEAR BLUE BARRIERS?

You can meet the leader of Baroy by entering the Temple in the northern part of town. After meeting to Yasato and Hineto, Number 99 will move from his post at the entrance to the Gate Room (the yellow dome on the east side of town), allowing you to enter and speak to Number 42 about the Blue Barriers. Make sure to raid the small adjoining rooms to the southeast and southwest—there's a chest in each, and nothings hidden in the pipes.







Save your game, then follow Number 42's advice and return to the Temple. The side door leads to the basement, and Yasato will lead you from there to the terminal where the Blue Device is stored.



After visiting the Gate Room, you'll be free to return to the Laser Field to search for any items you missed during your hasty dash to the Baroy Town hatch.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BATTLE THE BLAZING KIRIN FOR THE BLUE DEVICE

The Blazing Kirin draws its power from the magical flames that surround its body. You can douse those flames with repeated uses of Water-type spells and attacks, but the Kirin can restore them at any time with its Ablaze move. The trick is to use only spells (including Magic Sword attacks) while it's on fire, because in that state it can counter any physical attack with its crippling Blazing Pillar attacks. As soon as you douse the flames, it's game on—hit it with whatever you want (Water-type attacks will still do extra damage).









BLAZING KIRIN 267

LEVEL: 22 HP: 3200 MP: 5500

Attack:	180
Defense:	30
Mag. Attack:	185
Mag. Defense:	200
Speed:	20

Weak:	-
Resists:	Fire, Light
Steal (Common):	Grand Ruby
Steal (Rare):	Bellybutton Ring of Fire

When it's ablaze, the Blazing Kirin can dish out big damage to the entire party with its Inferno move. Don't let anyone's HP dip into double digits!

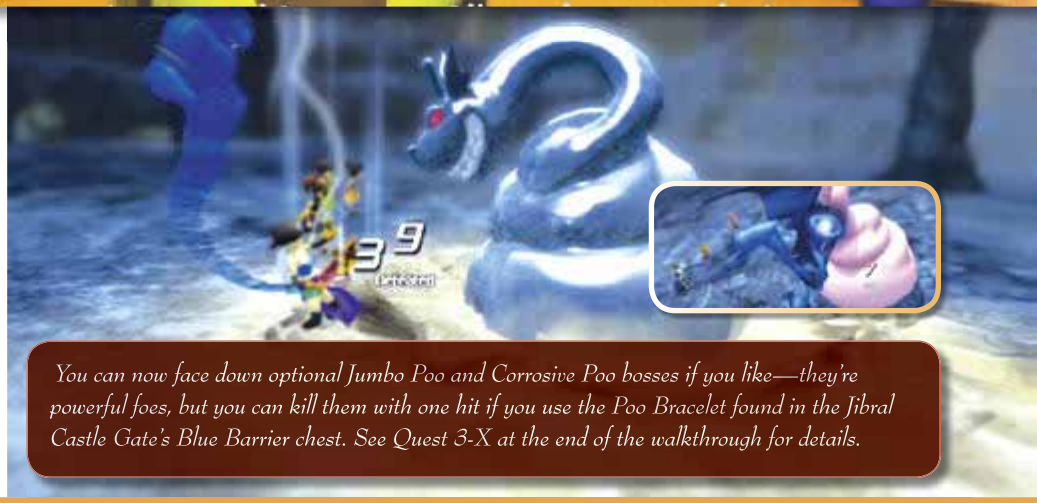
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE BLUE BARRIERS OF BAROY AND BEYOND

With the Blue Device in your hot little hands, no Blue Barrier is safe. After gathering the chests in the Temple basement (and thoroughly searching the objects on the perimeter of the room), return to the surface and use your device to clear the Blue Barriers in the Waiting Room, the house by the General Store, and the house near the Temple.



And that's only the beginning! You can also deactivate the eight Blue Barriers you saw earlier in your quest, earning all sorts of great loot. You can see full details in the Barriers section of this book, but here's a quick list of their locations: Lot Wilderness East, the Wilderness Sheep Camp, the Drill Machine (2F), the Ancient Hospital Ruins (2F), the Undersea Cavern, Jibral Castle Town Gate, the Jibral Castle Basement, and Alumaru Village (behind Jaleela's Manor). You can also get into The Ancient Ruins north of Talta Village, where you'll find the final blue barriers and the first Legendary Poo Snakes side quest.



You can now face down optional Jumbo Poo and Corrosive Poo bosses if you like—they're powerful foes, but you can kill them with one hit if you use the Poo Bracelet found in the Jibral Castle Gate's Blue Barrier chest. See Quest 3-X at the end of the walkthrough for details.

ACHIEVEMENT

CAN'T-MISS ITEMS IN THE GATE ROOM

The Blue Device has shattered the barriers in the Gate Room, opening the path to your next destination, exposing two rows of searchable pods (which contain several stat boosts and SP bonuses), and freeing several Robots from deep storage. Some of the freed Robots have set up shop, selling ancient equipment like Attack Up and Walla spellbooks. But the most important item for collectors is the Supermetal Bracelets and Rings that are unavailable anywhere else. The shopkeeper who sells them won't stick around for long, and when his shop closes, your opportunity to acquire these items for your Encyclopedia will be lost forever. Buy them now or regret it later!





GOODS & SERVICES

ITEM SHOP

Ultra Medicine	500G
Ultra Magical Medicine	800G
Grand Light Crystal	800G
Grand Shadow Crystal	1000G

ACCESSORY SHOP

Supermetal Bracelet	1800G
Supermetal Ring	1400G

SPELL SHOP

Power Lv 4/Quicka	3250G
Power Lv 4/Attack Up	3050G
Barrier Lv 4/Walla	3250G

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

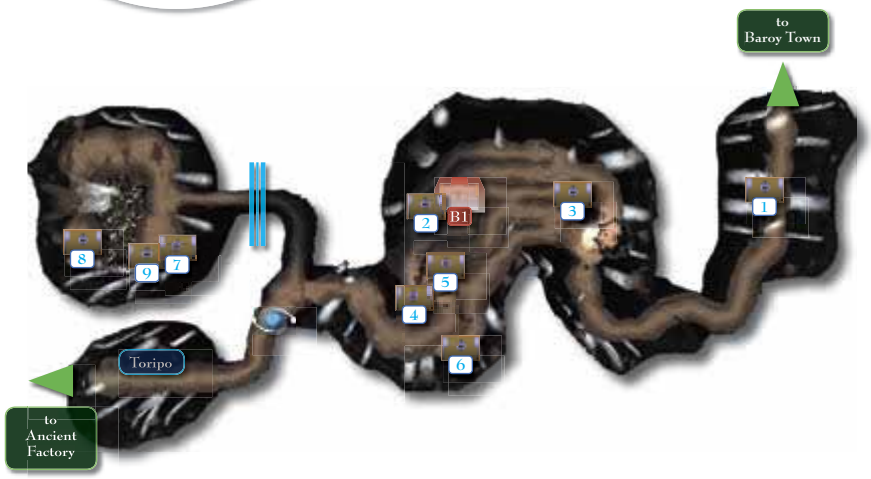
LOCATION

Underground River

BARRIERS: x1 x1 x0 x0 x0

WALKTHROUGH

DISC 2 - QUEST 2



CHESTS

1. Phoenix Wing
2. Repeater Weed
3. Ancient Sorcerer's Necklace
4. Grand Ruby
5. Stone Shoes
6. Bellybutton Ring of Wind
7. Ancient Warrior's Necklace
8. Grand Shadow Crystal
9. Moody Dragon's Fang
B1. Shoes of the Ancients

MILESTONE 3 TUNNEL BENEATH THE LASER FIELD

The Underground River has a straightforward path, but there are a few side passages that lead to interesting accessories like the Bellybutton Ring of Wind and Stone Shoes. This area is absolutely packed with foes, so Field Skills come in especially handy—the Stealth move will let you avoid almost any confrontation and the Field Barrier will earn you a ton of SP as you plow through the Kelolon ranks.



But enemies aren't the only hazard here; there are a few holes in the ceiling through which the orbital lasers can blast you. Stay lively whenever you see a patch of earth that is brighter than normal or covered with laser burns.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

EXPLOITING ENEMY RIVALRIES

You'll encounter a staggering amount of foes here. When you can't avoid battle through Field Skills, you can at least make it more pleasant by forcing your enemies to do the hard parts for you. Pit the Visage Vipers against the Kelolon and the Swashbuckler Fish against Flaying Fish for relatively easy victories.





The area's most elusive foe is the Hyper Kelolon, which is far tougher than a normal Kelolon but looks nearly identical—it's just slightly more yellow. Use your Encounter Circle to reveal your enemies' names so you can avoid accidentally charging into one by accident. When you do meet a Hyper Kelolon in combat, ignore its weaker cousins and hit it with everything you can muster.



Steal every chance you can against Visage Vipers—their rare item is the spectacular Magic Life-Crusher Bracelet, which offers not only a huge Attack boost, but also has a chance of killing a Magic Monster-type creature instantly.





Kelolon 150

Level: 20 HP: 112 MP: 250

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Kelolon Power
Steal (Rare):	Kelolon Elixir

Visage Viper 133

Level: 21 HP: 184 MP: 250

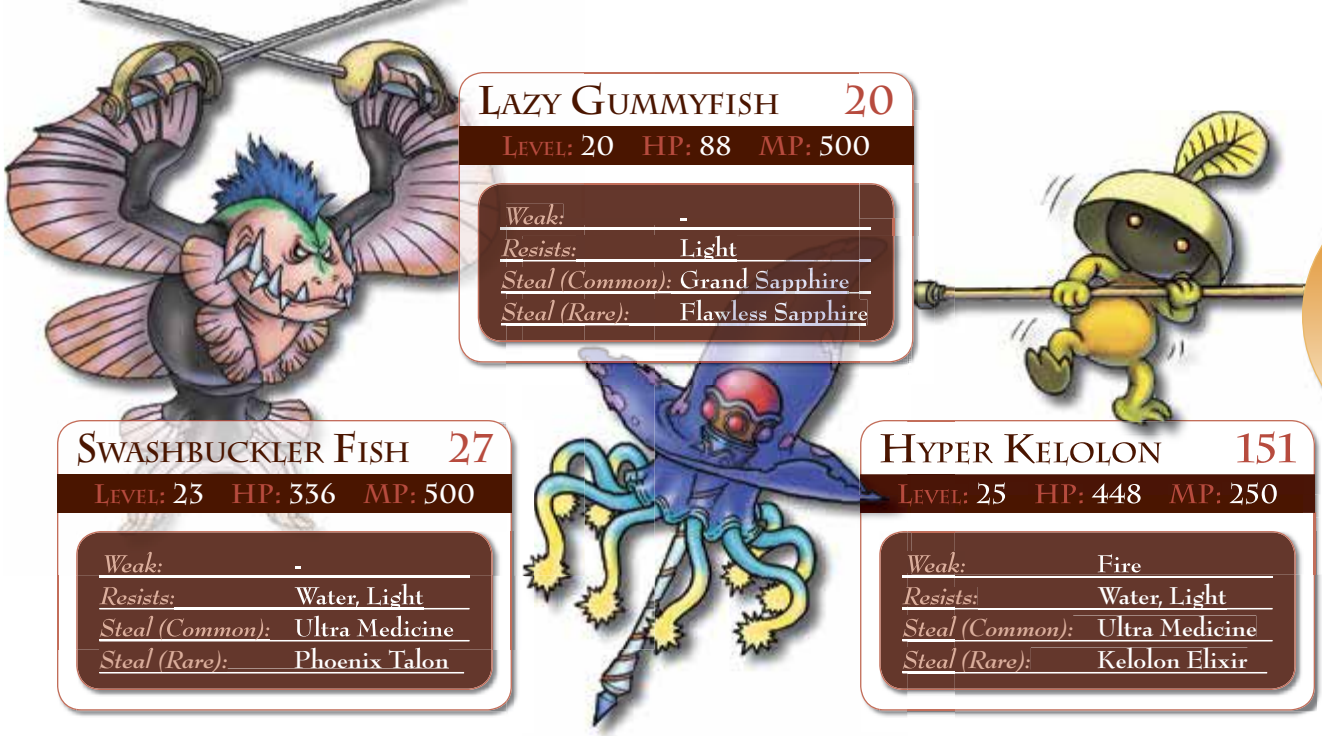
Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Magic Life-Crusher Bracelet

Flaying Fish 23

Level: 22 HP: 152 MP: 0

Weak:	Fire
Resists:	Earth, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Flawless Sapphire

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Lazy Gummyfish 20

Level: 20 HP: 88 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Grand Sapphire
Steal (Rare):	Flawless Sapphire

Swashbuckler Fish 27

Level: 23 HP: 336 MP: 500

Weak:	-
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Phoenix Talon

Hyper Kelolon 151

Level: 25 HP: 448 MP: 250

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Kelolon Elixir

SIDE QUEST: THE FIRST OF THE FIVE DRAGONS

One of *Blue Dragon*'s most challenging side quests involves slaying five powerful dragons to collect their fangs. You'll find the first dragon here in the Underground River, and while he's no pushover, you should be able to beat him at your current level. To reveal him, kill every last one of the dozens of Kelolon and Hyper Kelolon that live near the lake in the northwest corner of the map. Save your game at the nearby save point, then use a Field Barrier to mow through them as quickly as possible. When you've completely cleared the field, return towards the save spot, and the Moody Dragon will ambush you on your way out.



The Moody Dragon's anger builds as you hit it with physical attacks, making it progressively stronger and faster. But your continuous physical attacks will eventually exhaust it, dropping its defenses and leaving it extremely vulnerable for a full round of attacks. Note that when the Moody Dragon is angry, it will counter any spell cast against it with a move that silences the caster, so you have little choice but to use physical attacks. (Magic Sword attacks won't trigger counters, and are the most reliable source of damage.)



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Moody Dragon 252

Level: 28 HP: 2400 MP: 0

Attack:	170
Defense:	38
Mag. Attack:	0
Mag. Defense:	400
Speed:	30

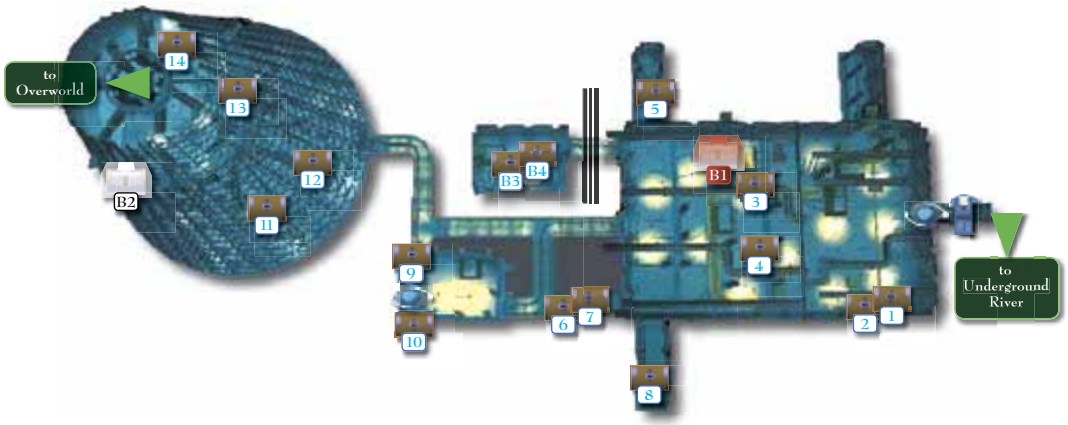
Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Lei

After the dragon falls, the chest with its fang will appear. But the best treasure isn't in the box—it's the Moody Dragon's rare Lei item, which can increase the speed at which your characters level-up. There's only a one in ten shot you'll get that over the more common Ultra Medicine (unless you've already learned the Treasure Hunt skill), but have your Assassin try to swipe it anyway.



Ancient Factory

BARRIERS: x0 x1 x0 x1 x1



CHESTS

1. Power-Swap Dart
2. Ancient Warrior's Necklace
3. Grand Amethyst
4. Mega Magical Medicine
5. Grand Shadow Crystal
6. Shadow Crystal
7. Leather Belt
8. Ancient Warrior's Earring
9. Lv 5 - Shieldus
10. Medals x 15
11. Grand Emerald
12. Ancient Warrior's Bracelet
13. Cure-All
14. Mystery Part Beta
B1. Crystal Ring
B2. Ballet Shoes
B3. Shoes of Hermes
B4. Renew Earring

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 4 CLIMB BACK TO THE SURFACE

FLEE THE DEFENSE MECHA ROBO BRIGADE

After a quick visit with Toripo, you'll discover the entrance to an Ancient Factory that is churning out an army of Mecha Robos. The main floor is guarded by Defense Mecha Robos, who activate Red Barriers that no attack can penetrate. If they catch you in battle, you have little choice but to Flee.



You can come back to give this area a thorough search later, but for now it's worth your time to quaff an Invisibility Elixir or fire up a Stealth skill and sneak through the robos to reach the stairs over the conveyor belt (which is just to your left from the factory entrance). On the other side of the stairs you'll find a chest with an Ancient Warrior's Necklace guarded by Gnashing Imp Trap.





Defense Mecha Robo 174

Level: 22 HP: 224 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Prismatic Crystal
Steal (Rare):	Magic Elixir

Gnashing Imp Trap 96

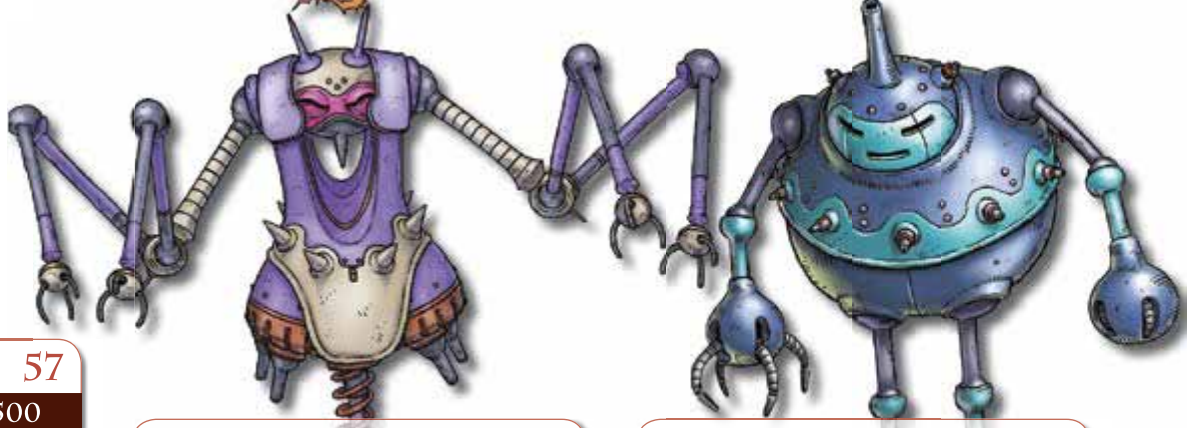
Level: 23 HP: 336 MP: 500

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Shadow Crystal
Steal (Rare):	Mega Invisibility Elixir

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Hover Claxon 57

Level: 22 HP: 112 MP: 500

Weak:	Water, Wind
Resists:	Light, Dark, Earth
Steal (Common):	Sleep Powder
Steal (Rare):	Broken Eternal Engine

Coordinator 62

Level: 22 HP: 136 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Sleep Powder
Steal (Rare):	Grand Light Crystal

Flying Mecha Robo 69

Level: 18 HP: 280 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Poison Powder
Steal (Rare):	Light Crystal



Battle Mecha Robo 70

Level: 24 HP: 440 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Light Crystal
Steal (Rare):	Ultra Magical Medicine



Heavy Mecha Robo 72

Level: 26 HP: 680 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Light Crystal
Steal (Rare):	Grand Shadow Crystal

RIDE THE BELTS INTO THE FACTORY DEPTHS





To the right of the Grand Amethyst chest, follow the glowing arrow that points up the stepladder and onto the conveyor belt. The belt will take you on a one-way trip to the northeast corner of the factory floor. There you'll find two doors; the upper one dead ends at a Black Barrier, so instead take the lower door into the factory's network of hallways. Aim for the southwest recovery room, where you'll find a Healing Device, a save spot, and a pair of chests that include a new Barrier Magic spell. But before you can reach the good stuff, you'll need to fight off the powerful Double Lance enemy that ambushes you at the entrance.



From the recovery room, take the lower hallway back into the main factory floor to reach its blocked-off southwest corner. There you'll find an Ancient Warrior's Earring in a chest and a Magic Defense boost hidden in a hose.



Double Lance 219

Level: 28 HP: 1152 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Shadow Crystal
Steal (Rare):	Part of Eternal Engine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE SECRETS OF THE SPIRAL STAIRCASE

At the west end of the hallway you'll find a circular room with a spiral staircase that leads back to the world's surface. This area is prowled by Gnashing Imps that can be paired with the many wandering Fireworks Rats and Fat Pack Rats to trigger easy Monster Fights. There are also a handful of Double Lances that guard treasure chests on the ground floor.



The staircase's first landing is guarded by a Jumbo Ghost and what appears to be five Double Lance statues. The statues will come alive if you approach them in a certain order, and if you defeat all five Double Lances, the area's final treasure chest will appear. To give yourself the edge in these tough fights, run past the statues until one begins to change colors, then quickly circle behind it so you'll be in place for a Back Attack when it comes to life. Your reward for slaying all five is Mystery Part Beta, one of the six mystery parts that can be collected and exchanged for rare accessories in disc 3.







The Jumbo Ghost that attacks when you leave the Double Lance landing has 2,676 hit points, and its powerful Lightning Breath attack can devastate your entire party. You'll know that move is coming when the ghost lowers its arms to charge for a turn.



Fireworks Rat 165

Level: 22 HP: 216 MP: 0

Weak:	Water
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed



Jumbo Ghost 183

Level: 30 HP: 2676 MP: 750

Weak:	Light
Resists:	Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Flawless Amethyst

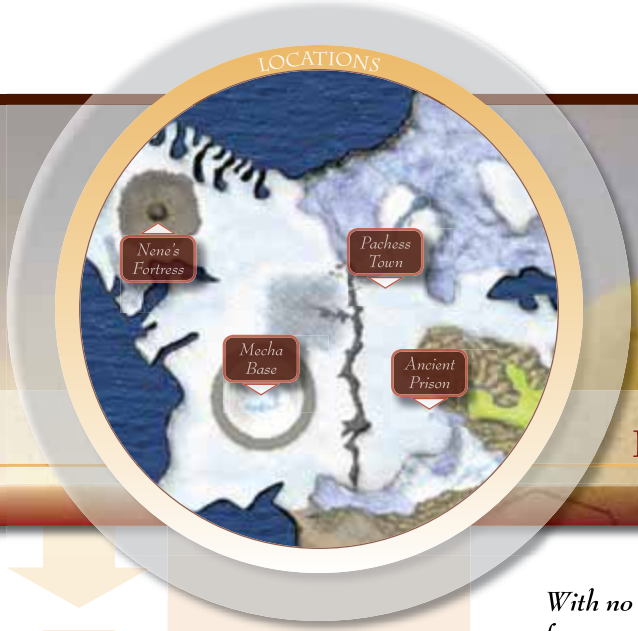
MILESTONE 5 SALVAGE THE RED DEVICE

At the top of the spiral staircase you'll spot an unfinished Defense Mecha Robo that can't activate its Red Barrier. Smash it to pieces, and it will drop the malfunctioning Red Device. Fortunately, Jiro will get it working by the time you emerge on the surface and are surrounded by a vast army of War Mecha Robos. But how long can you possibly hold off in the face of such impossible odds…?



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



DISC 2

Quest 3

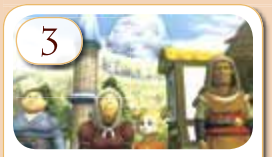
ESCAPE FROM NENE'S CLUTCHES

With no way to resist Nene's massive army of robots—and no way to prevent him from sending Yasato to his death—Shu and his friends were forced to surrender. The robots have separated your party and locked them in the icy cells of an Ancient Prison, where they can only pray that Yasato returns the favor.

Milestones


1 Break out of the Ancient Prison


2 Seek Shelter in Pachess Town


3 Unearth the Green Device


4 Infiltrate Nene's Fortress


5 Reach Nene within Sixty Minutes

MILESTONE 1 BREAK OUT OF THE ANCIENT PRISON

SWIPE THE DUNGEON KEY

As Shu, busy yourself by searching your cell until Yasato comes to free you. Then head north into the main hall, where a Security Mecha Robo is standing guard. Fry its circuits with a Water-type attack if Shu can muster one, then grab the Dungeon Key it drops and use it to free Jiro. You can then give the other cells in this block a thorough search—the Big House Rats shouldn't be much of a threat to the two of you.





Prisoners flush some pretty strange things. If you go sticking your hands in strange toilets, you're likely to come out with one hell of a stink, but you may also find a Magic Defense boost, an Agility boost, and a five-pack of Medals!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOCATION

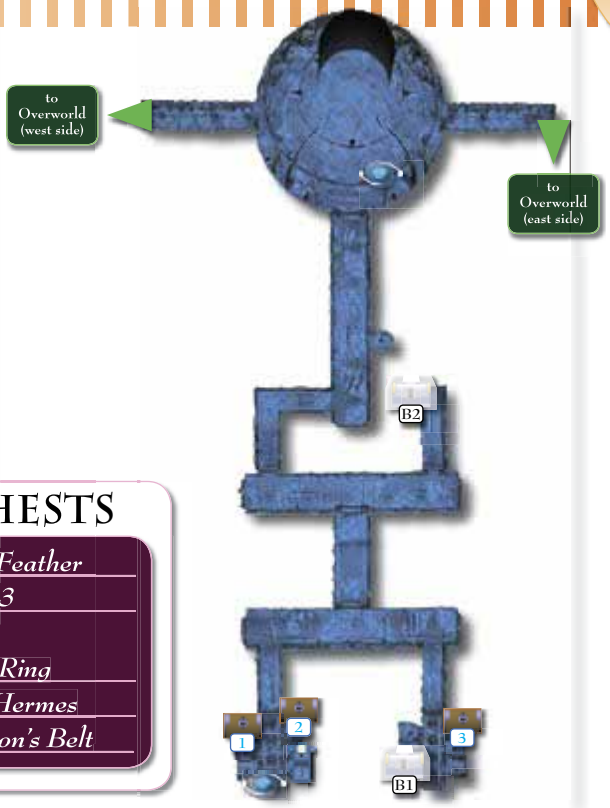
Ancient Prison

BARRIERS: x0 x0 x0 x2 x0

WALKTHROUGH

DISC 2 - QUEST 3





Big House Rat 164

Level: 23 HP: 152 MP: 0

Weak:	Fire
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Flawless Ruby

CHESTS

1. Ancient Feather
2. Medals x 3
3. Ancient Warrior's Ring
B1. Belt of Hermes
B2. Champion's Belt

FREE MARUMARO AND ZOLA FROM THE EAST BLOCK



Try to avoid combat as you run down the hall to the other cell block, where you'll find Marumaro and Zola in the center cells to either side. If you're quick, you can rescue both before the prowling Security Mecha Robo and Big House Rat notice you. Reunited, there isn't much that can stop you—including the extremely rare Copper Poo Snake and Emerald Ghost enemies that can only be found in these cells. The Emerald Ghost certainly isn't much of a threat, since its only move is to cast Zephyr on your party and then attempt to flee. Let it run and fight it again if you want free healing, but if you want its Encyclopedia entry, you're going to have to repay its kindness with death.

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Search for Kluke beyond the security door

The lock on the central hallway security door has 12 red and blue lights that turn on when a cell door is open. To flip the lock, you'll need to light up only the center row of blue lights, which correspond to the center cell in each of the four three-cell rows. So before you can pass, all of the center cell doors must be open, and all of the others cell doors must be closed.







On the other side of the door you'll meet a Sentinel Mecha Robo Body and Sentinel Mecha Robo Head, battling as a team for the first time. If you can't quickly destroy one of the two bots, they'll combine to form the Sentinel Mecha Robo which… actually isn't really any tougher than the sum of its parts. So let them have their fun, and you'll get to record a third kill for your Monster Record.



Copper Poo Snake 4

Level: 19 HP: 96 MP: 500

Weak:	Water
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Prismatic Crystal



Emerald Ghost 180

Level: 22 HP: 88 MP: 625

Weak:	Light
Resists:	Dark
Steal (Common):	Mega Invisibility Elixir
Steal (Rare):	Ultra Magical Medicine



Sentinel Mecha Robo Head 209

Level: 24 HP: 664 MP: 250

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Power-Swap Dart
Steal (Rare):	Part of Enternal Engine

Sentinel Mecha Robo Body 211

Level: 24 HP: 592 MP: 250

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Power-Swap Dart
Steal (Rare):	Part of Enternal Engine

Sentinel Mecha Robo 213

Level: 27 HP: 1144 MP: 500

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Light Crystal
Steal (Rare):	Barrier Magic Heart

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BATTLE NENE'S LEGION OF BOTS

At the north end of the prison, you'll encounter Nene and his massive army of War Mecha Robos. They'll attack you eight at a time, in two waves. There isn't a boss fight afterward, so you can afford to go all out and destroy them with Watera and Grounda spells.



After smashing 16 of the bots, the remainder will form into one giant Mecha Robo and smash its way out of the prison. Give chase, dodging the smaller War Mecha Robos that it drops in your path by weaving from side to side. If you run into one, you'll have to destroy it in a 4-on-4 fight. But don't sweat your mistakes—there aren't any achievements at stake here.







War Mecha Robo 71

Level: 26 HP: 680 MP: 150

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Light Crystal
Steal (Rare):	Grand Shadow Crystal



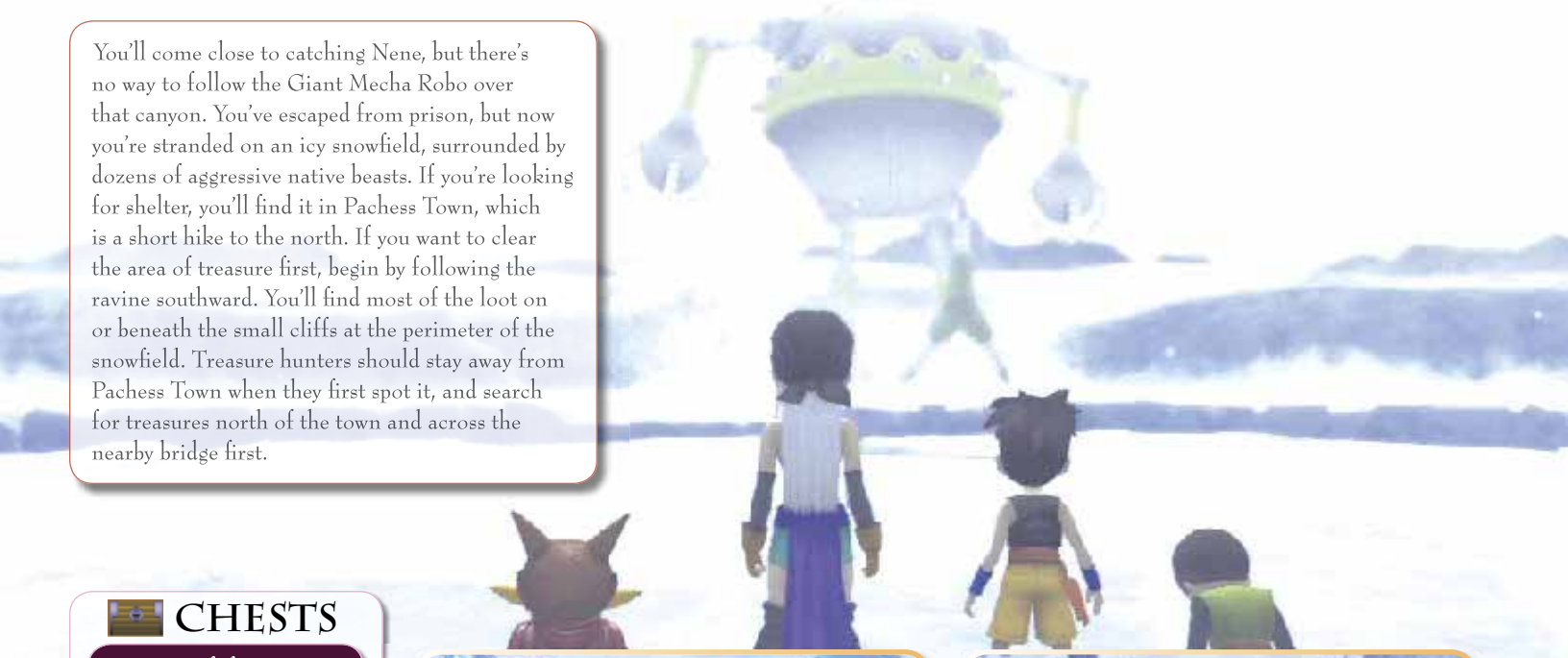


WALKTHROUGH
DISC 2 - QUEST 3
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 2 SEEK SHELTER IN PACHESS TOWN

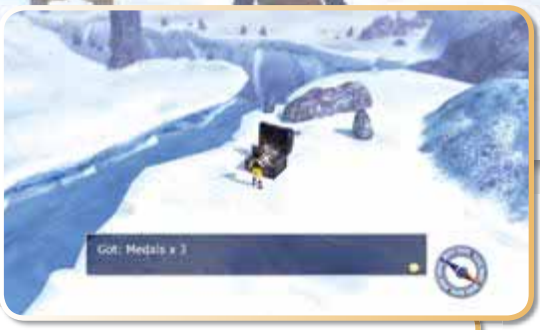
You'll come close to catching Nene, but there's no way to follow the Giant Mecha Robo over that canyon. You've escaped from prison, but now you're stranded on an icy snowfield, surrounded by dozens of aggressive native beasts. If you're looking for shelter, you'll find it in Pachess Town, which is a short hike to the north. If you want to clear the area of treasure first, begin by following the ravine southward. You'll find most of the loot on or beneath the small cliffs at the perimeter of the snowfield. Treasure hunters should stay away from Pachess Town when they first spot it, and search for treasures north of the town and across the nearby bridge first.



CHESTS

- *Medals x 3*
- *Medals x 2*
- *The Way of the Thief*
- *Iridescent Wind*
- *Phoenix Wing*
- *Medals x 7*
- *Ultra Magical Medicine*
- *Medals x 3*









EXPLODE-A-MOLE 160

LEVEL: 22 HP: 268 MP: 750

Weak:	Water
Resists:	Fire, Earth
Steal (Common):	Ultra Medicine
Steal (Rare):	Flawless Ruby

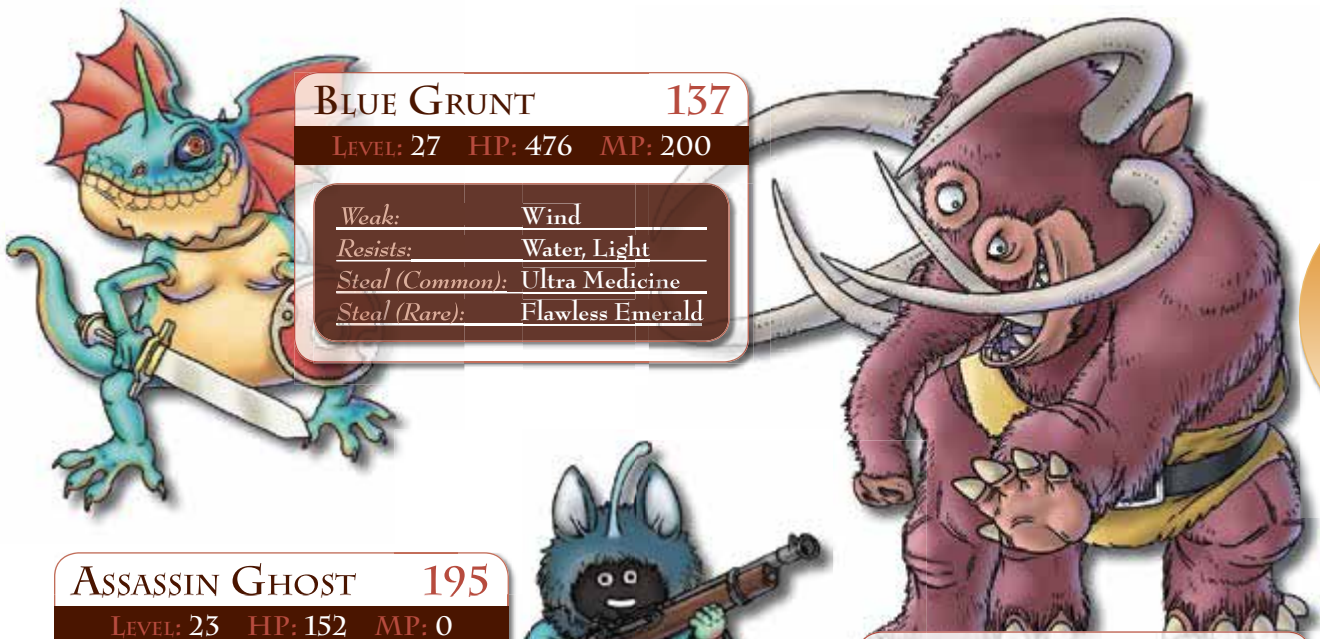
CARDINAL EYE 156

LEVEL: 22 HP: 112 MP: 1000

Weak:	-
Resists:	Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Flawless Emerald

The ghosts with guns can never pass up those big furry beasts. Lure Assassin Ghosts into Monster Fights with the deadly Mad Fang Mammoths, and their tranquilizer darts will keep the mammoth asleep for most of the fight. But leave only one Assassin Ghost alive, or the second ghost's dart will awaken the beast.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Blue Grunt 137

Level: 27 HP: 476 MP: 200

Weak:	Wind
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Flawless Emerald

Assassin Ghost 195

Level: 23 HP: 152 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Thorn Branch
Steal (Rare):	Ultra Magical Medicine

Mad Fang Mammoth 237

Level: 30 HP: 1176 MP: 0

Weak:	Water
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Phoenix Talon



Pachess Town

BARRIERS: x0 x0 x0 x2 x0

CHESTS

1. Medals x 1
2. Medals x 7
3. Flawless Amethyst
4. Fortification Elixir
5. Medals x 2
6. HP Up Elixir
7. Medals x 3
8. Medals x 1

B1. Lv 6 - Quickus

B2. Lv 6 - Zephyrus





CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Goods & Services

INN

Overnight Stay	12G

ITEM SHOP

Medicine	30G
Mega Medicine	100G
Ultra Medicine	500G
Magical Medicine	250G
Mega Magical Medicine	500G
Ultra Magical Medicine	800G
Light Crystal	500G
Grand Light Crystal	800G
Shadow Crystal	450G
Grand Shadow Crystal	1000G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Princess' Kiss	20G
Stone-Be-Gone	30G
Mental Surge	200G
No-Ghost Device	250G
Fresh Garlic	80G
Stout Garlic	300G
Kelolon Elixir	350G

ACCESSORY SHOP

Platinum Bracelet	2500G
Platinum Ring	2600G
Platinum Necklace	2700G
Platinum Earring	2000G

MAKE SOME FICKLE NEW FRIENDS

Pachess is surrounded by a massive Green Barrier, but getting through it and into town won't be a problem. Getting out, on the other hand… Yeah, that won't be happening anytime soon. To figure out what's going on, speak to Daveela, the raven-haired young lady near the fountain. After she tells you what she knows, she'll ask that you speak to her again after making your rounds of the town. Search objects, open chests, and speak with villagers, then return to Daveela for that second conversation.



After your first attempt to smash the barrier goes horribly wrong, head deeper into town to trigger a new event. The cows that blocked the stairs to the east are now gone, allowing you to proceed to the only place left where anyone will speak to you: The Pachess Elder's mansion. Speak to him on the second floor, and he'll clear up the whole misunderstanding. After that, return to the fountain and speak with your "friend" Daveela one more time.







FIND THE PACHESS ELDER'S SECRET ROOM

That night, you'll notice a strange glow over the Pachess Elder's mansion. When you investigate, you'll find that the previously locked door on the second floor is now open. Search the flower pot inside to reveal a secret terminal (and then search it again to reveal a Medal). Examine the terminal to open the strange stone door on the lower floor.





Through that door you'll find the Elder's yard and a broken tower filled with relics of an age long past. You'll also find a rope ladder that heads to a dungeon below, where the Green Device is said to be hidden.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



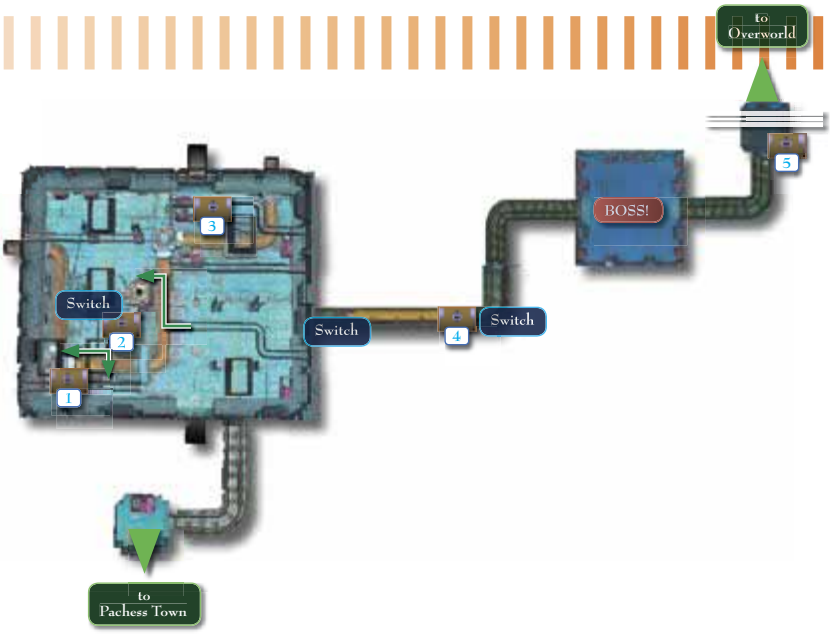
Pachess Town Underground

BARRIERS: x0 x0 x0 x1 x0



CHESTS

1. Medals x 5
2. Ancient Feather
3. Lv 5 – Flarus
4. Grand Shadow Crystal
5. Mirror Ring



MILESTONE 3 UNEARTH THE GREEN DEVICE

REVERSE THE CONVEYOR BELTS TO PROCEED

After a few short corridors, you'll find yourself in a vast warehouse. There are lots of objects to search here, and you can find as many as five nothings a piece in each of the pipe-and-vent machines, since each pipe and vent is a separate search point.

There are a few places where you can cross over the conveyor belt to find treasure chests (including one that holds the Lv 5- Flarus spell), but only one place where you can hop on and take the belt for a ride. The conveyor belt will lead you to a series of small areas, one of which contains a switch box guarded by Red Skeletons. Hit the switch to reverse the conveyor belt in the hallway to the east, then open the door at the east end of the warehouse and take that belt for a ride too.









CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Watch out when you open that first chest—In addition to five medals, it contains a pair of powerful Red Skeletons. Use Shina spells or Shina Sword attacks to kill them before they can petrify a party member or steal your MP.



Blazing Jelly 19

Level: 23 HP: 296 MP: 500

Weak:	Water
Resists:	Fire, Light
Steal (Common):	Ruby
Steal (Rare):	Flawless Ruby

Red Skeleton 79

Level: 28 HP: 488 MP: 300

Weak:	Water, Light
Resists:	Fire, Dark
Steal (Common):	Grand Sapphire
Steal (Rare):	Flawless Sapphire

Goblin Crab 33

Level: 24 HP: 152 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Thorn Branch
Steal (Rare):	Magic Elixir

DECAPITATE THE SCYTHING SKULL SPIDER





The eastern hallway will take you straight to the boss room, where the deadly Scything Skull Spider will threaten you with a variety of powerful moves. His Image of Chaos move is particularly important for achievement hunters, since it summons Skeleton Generals, super-rare enemies that appear nowhere else. (So if you kill him before he uses that move, you'll never complete your Monster Record.) But the boss tends to prefer the Image of Absorption move, which drains your party's MP, and the Image of Defeat, which kills its victim after four turns.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

You can target either the spider's body or its helmet. The helmet is highly resistant to damage, but if you can smash it with spells like Flarus and Flarus Sword, you'll expose its skull. Once the skull is exposed, you can target it with Shine spells and Shina Sword attacks (but not Shina spells) for massive amounts of damage.







Scything Skull Spider 273

Level: 24 HP: 2840 MP: 500

Attack:	300
Defense:	30
Mag. Attack:	100
Mag. Defense:	200
Speed:	0

Weak:	-
Resists:	Light, Dark
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	Assassin Heart



Skeleton General 82

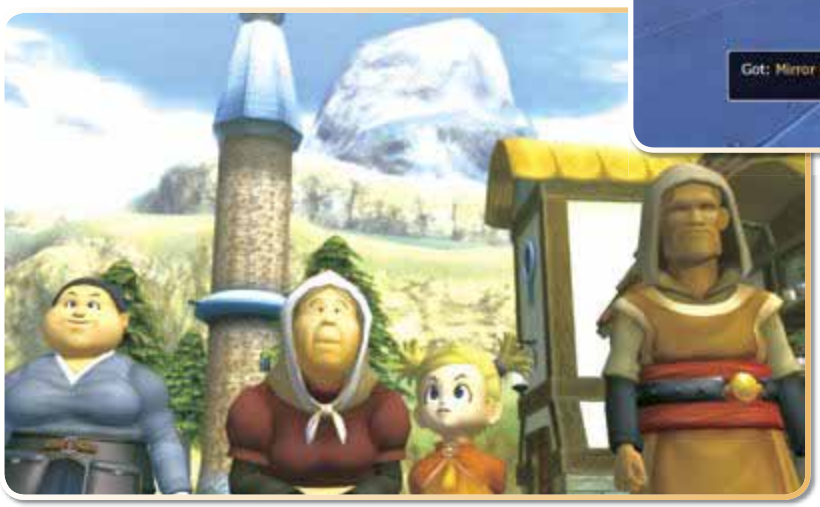
Level: 30 HP: 240 MP: 400

Weak:	Light
Resists:	Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Radiant Flour

BIG CHANGES IN PACHESS TOWN

Destroying the boss will earn you the Green Device and an offer of a free ride back to town. Don't be so hasty to accept it—you haven't fully explored the boss room, and if you do you'll find the Mirror Ring and a White Barrier-blocked door in an adjacent hallway. When you're done searching, flip the conveyor belt and hoof it back to town.





The Green Device will destroy the barrier, allowing you to finally leave Pachess. In fact, you can now use the warp command again, although you can't really go barrier hunting yet—you won't officially receive the Green Device until after you leave Pachess Town. (Besides, do you really want to do all that without Kluke?)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

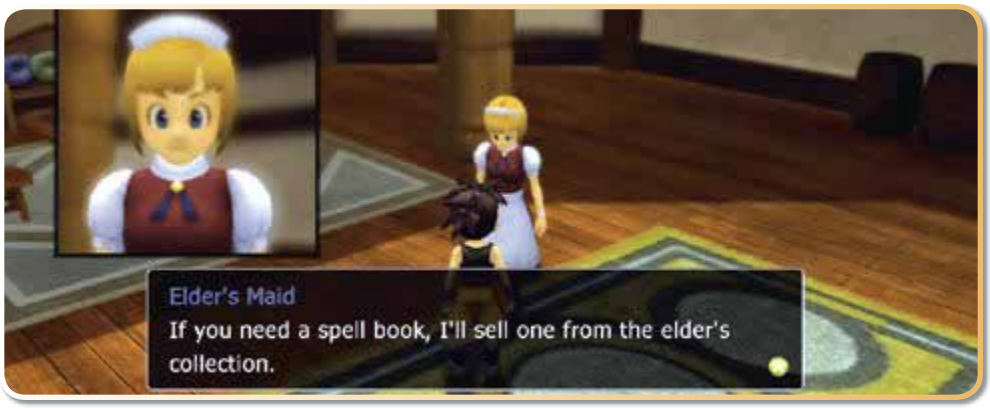
Goods & Services

Spell Shop

White Lv 3/Heala	2250G
White Lv 3/Revive	2350G
White Lv 3/Cancel	2100G
White Lv 4/Cure Paralysis	3100G
White Lv 4/Zephyra	3300G
White Lv 4/Shima	2900G
Black Lv 3/Flara	2300G
Black Lv 3/Winda	1950G
Black Lv 3/Watera	2150G
Back Lv 4/Grounda	3100G
Black Lv 4/Extracta	3300G
Black Lv 4/Shadowa	2850G
Power Lv 3/Slowa	2200G
Power Lv 3/Panic	1900G
Power Lv 3/Anchor	2100G
Power Lv 4/Quicka	3250G
Power Lv 4/Kelolon	3450G
Power Lv 4/Attack Up	3050G
Barrier Lv 3/Shielda	2400G
Barrier Lv 3/Shella	2350G
Barrier Lv 3/Reflect	2400G
Barrier Lv 4/Trapfloora	2800G
Barrier Lv 4/Resista	3150G
Barrier Lv 4/Walla	3250G

Before you set out to continue your pursuit of Nene, make sure to search the perimeter of Pachess town, where you'll find several chests that were on the wrong side of the barrier and plenty of items to examine. If you're missing any level-3 or level-4 spells, return to the Elder's house, where the maid will offer to sell you some spellbooks on the sly. But it's nothing you haven't had an opportunity to buy already.





MILESTONE 4 INFILTRATE NENE'S FORTRESS

CROSS THE SLENDER ROCK

To continue your search for Kluke, leave Pachess Town on foot and head west towards the pillar at the edge of the ravine. The Village Elder will blast it down for you, and then show up to hand over the Green Device.







On the opposite side of the slender rock lies the Giant Ice Field, a massive ice sheet that spans much of the northwest. You'll pick up a thin trail a short distance west of the rock, which soon forks to the north and south. The south fork ultimately leads to Nene's Mecha Base, a dungeon that you can enter but not yet complete. Instead, we suggest you stay in the northern section, where Nene has made his base in the center of a massive crater. But before you charge into the crater, give the perimeter a thorough search, as nine treasure chests have been scattered at the tops of the hills and the tips of the icy fingers that stretch into the northern sea.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CHESTS

- Magic Elixir
- The Way of the Thief
- Medals x 8
- Sleep Powder
- Repeater Weed
- Medals x 2
- Flawless Ruby
- Medals x 5
- Iridescent Cyclone



The rare Ice Raptor guards the Iridescent Cyclone chest, appearing from nowhere to strike anyone who opens it. The raptor is weak to Fire, but any Fire-type attack will backfire by boosting its speed dramatically.



Kochi-Kochi 129

Level: 26 HP: 136 MP: 600

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Sapphire
Steal (Rare):	Prismatic Crystal



Pelicon 117

Level: 24 HP: 240 MP: 500

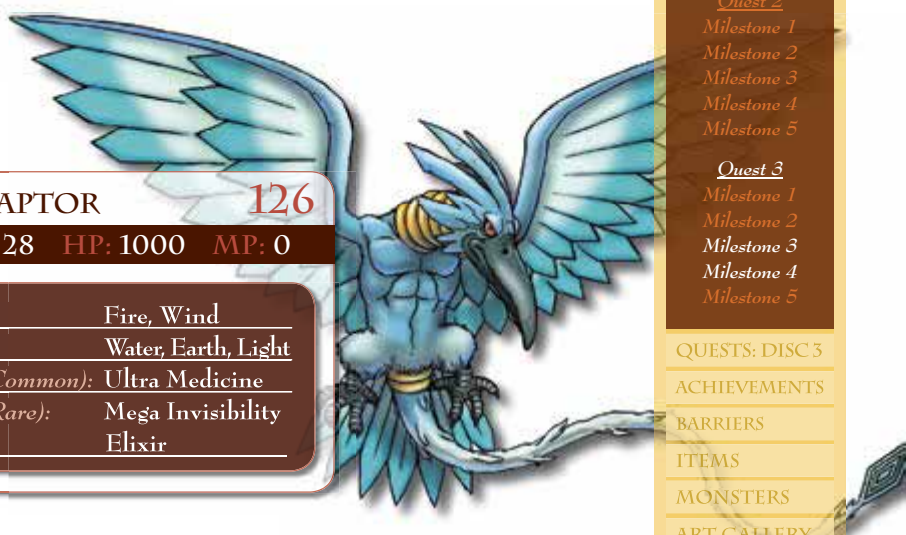
Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Grand Light Crystal



Ice Raptor 126

Level: 28 HP: 1000 MP: 0

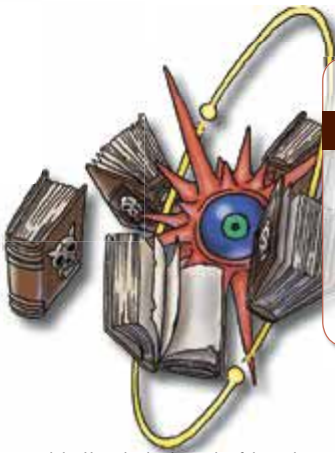
Weak:	Fire, Wind
Resists:	Water, Earth, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Mega Invisibility Elixir



Gaudy Cutlass Fish 28

Level: 23 HP: 320 MP: 400

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Ultra Medicine



Wandering Knowledge 201

Level: 21 HP: 344 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Flawless Emerald

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CATCH UP TO NENE IN THE NORTHERN CRATER

The crater at the center of the Northern Giant Ice Field is guarded by a tight circle of White Gear Defenders and Machine Gunners. You can dash between them if you're quick, but you might as well destroy one of each for your Monster Record. They're tough, but a healing opportunity is just ahead so you can afford to go all out with Watera Sword attacks and Flarus spells.

Nene will meet you at the crater, where he'll be more than happy to return Kluke by hurling her to the ground below. Shu will charge after her, triggering a quick mini-game in which you have to press the A button when prompts appear. You only have to press the button twice, and you can retry without penalty if you fail, so it's impossible not to get the Rescue Kluke achievement here.









White Gear Defender 175

Level: 24 **HP:** 284 **MP:** 600

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Prismatic Crystal
Steal (Rare):	Grand Light Crystal

Machine Gunner 239

Level: 30 **HP:** 1001 **MP:** 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	Phoenix Talon

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Nene's Fortress

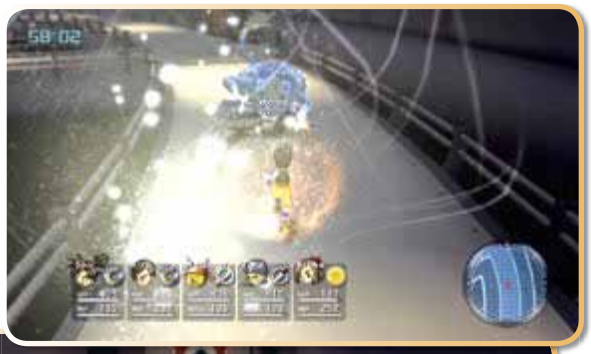
BARRIERS: x0 x0 x0 x0 x0



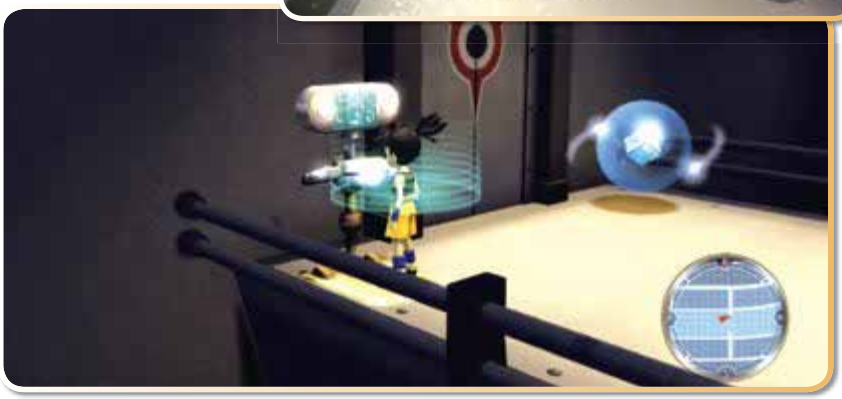
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

MILESTONE 5 REACH NENE WITHIN SIXTY MINUTES

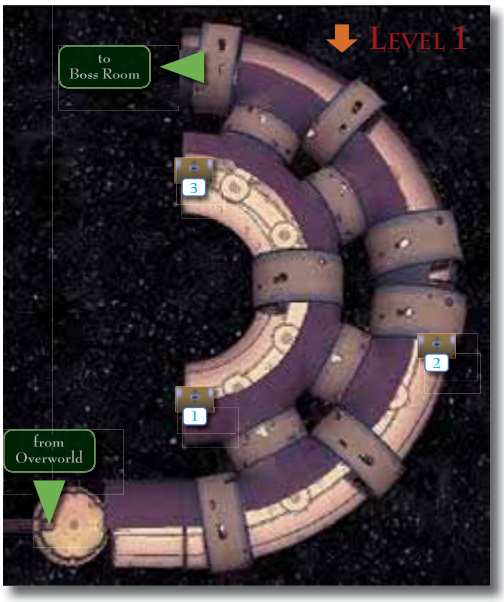
You enter Nene's Fortress with 60:00 on the clock, and time begins ticking down immediately. Fortunately, there are no objects to search in the entire dungeon (besides treasure chests, of course), so an hour should be enough time to do a perfect sweep of the dungeon and still earn the achievement for saving Kluke's life. To save time, kill each enemy once, then use a Field Barrier to destroy all other instances of that enemy that get in your way. Monster-Record collectors should make sure to defeat every single monster type once, since you will never be allowed to return to this dungeon again.



Nene's Fortress is home to 20 unique enemies and nine bosses, so steel yourself for several tough fights—now may not be the time to pursue the Generalist class. Fortunately, you'll find a save spot and Healing Device at the beginning of each floor, so there's no need to conserve MP.



TRAPPING LEOPARDS ON THE 1ST FLOOR



There's nothing a Glowering Imp Trap loves more than to sink its jaws into a Steel-Crusher Leopard. Fortunately, these foes always appear within a short distance of each other, so if you maneuver carefully you can literally start a Monster Fight every time you see either one. But there's no monster that can help you take down the Stone Giant at the end of the map—you'll have to rely on Barrier-Magic Walls, Wind-type attacks, and Shadowa spells to get an edge in that fight.

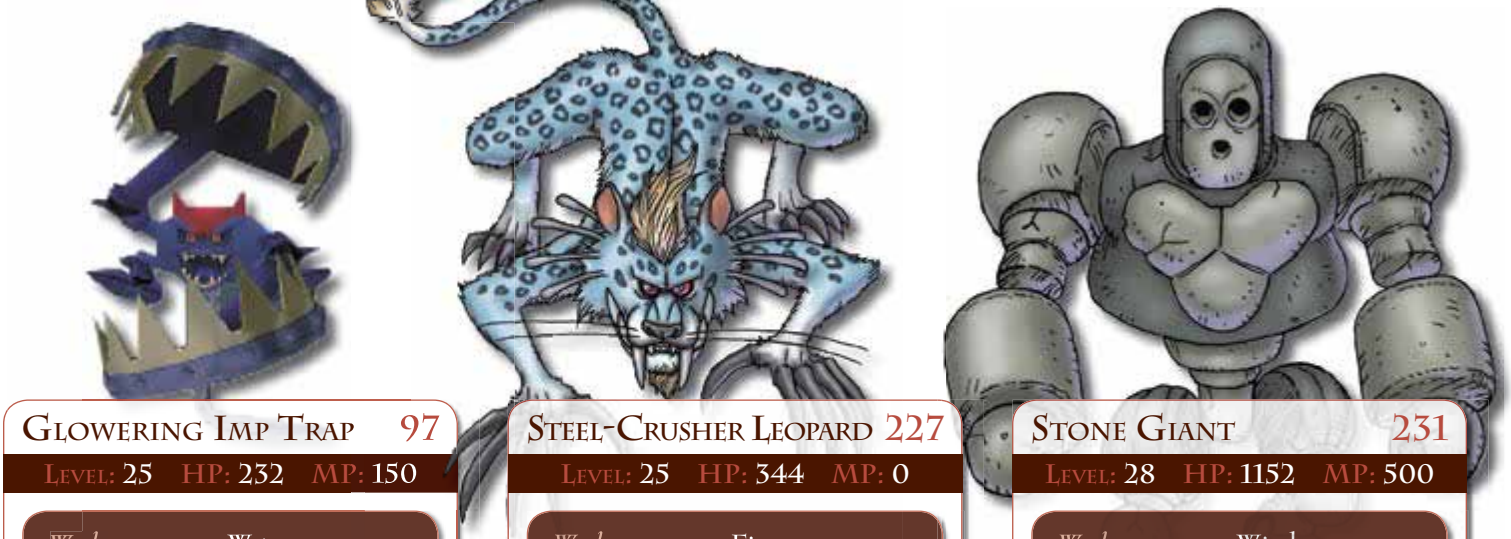




CHESTS

1. Phoenix Talon
2. Phoenix Wing
3. Mega Magical Medicine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Glowering Imp Trap 97

Level: 25 HP: 232 MP: 150

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Shadow Crystal
Steal (Rare):	Phoenix Talon

Steel-Crusher Leopard 227

Level: 25 HP: 344 MP: 0

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Ultra Medicine

Stone Giant 231

Level: 28 HP: 1152 MP: 500

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Monk Heart

Sink Nene's Land Shark for Good

Like most mechanical creatures, the Land Shark is weak primarily to water. But there's a bit of a catch here—the Land Shark is prone to overheating after using its powerful Heat Laser attack, and Water-type attacks will only help cool it down. Continuously using Fire-type attacks will instead heat it up, and after several Fire-type attacks and a few Heat Laser blasts, it will overheat and collapse for several turns (during which time you should switch to more damaging Water- and Dark-type attacks). If you use this strategy, you'll need to do it twice; after taking enough damage, the Land Shark A will transform into the Land Shark B, with the same attacks but nearly double the hit points.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Even if you already stole a Medicine from Land Shark A, you'll get an opportunity to steal something better when it transforms to Land Shark B.



Land Shark A 276

Level: 1 HP: 2720 MP: 500

Attack:	240
Defense:	50
Mag. Attack:	10
Mag. Defense:	700
Speed:	0

Weak:	Water
Resists:	Fire, Earth, Water
Steal (Common):	Medicine
Steal (Rare):	Medicine

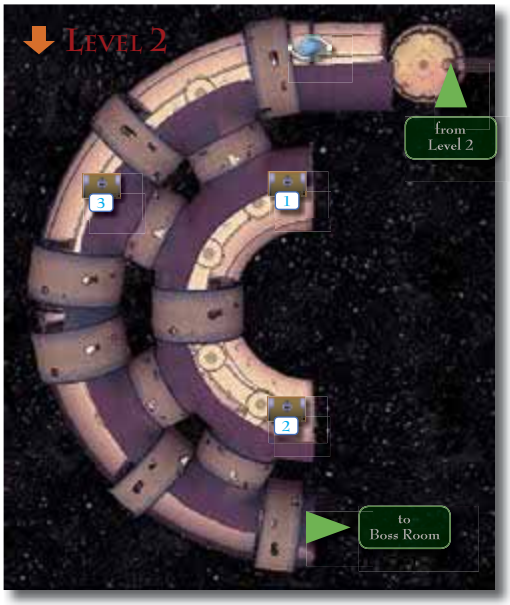
Land Shark B 277

Level: 25 HP: 3210 MP: 500

Attack:	180
Defense:	45
Mag. Attack:	10
Mag. Defense:	250
Speed:	0

Weak:	Water
Resists:	Fire, Earth, Water
Steal (Common):	Part of Eternal Engine
Steal (Rare):	Guardian Heart

UPDATE YOUR SPELL LIST ON THE 2ND FLOOR



Kill a Ninja Ghost early, then fire up a Field Barrier and run around the eastern perimeter of the 2nd floor (to the left) to get at the two treasure chests they guard. Inside you'll find the level-5 White Magic Regenera spell (a much-needed upgrade to Regen) and the level-6 Resista spell for Barrier Magic users.



CHESTS

1. *Lv 5 - Regenera*
2. *Lv 6 - Resistus*
3. *Phoenix Talon*

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

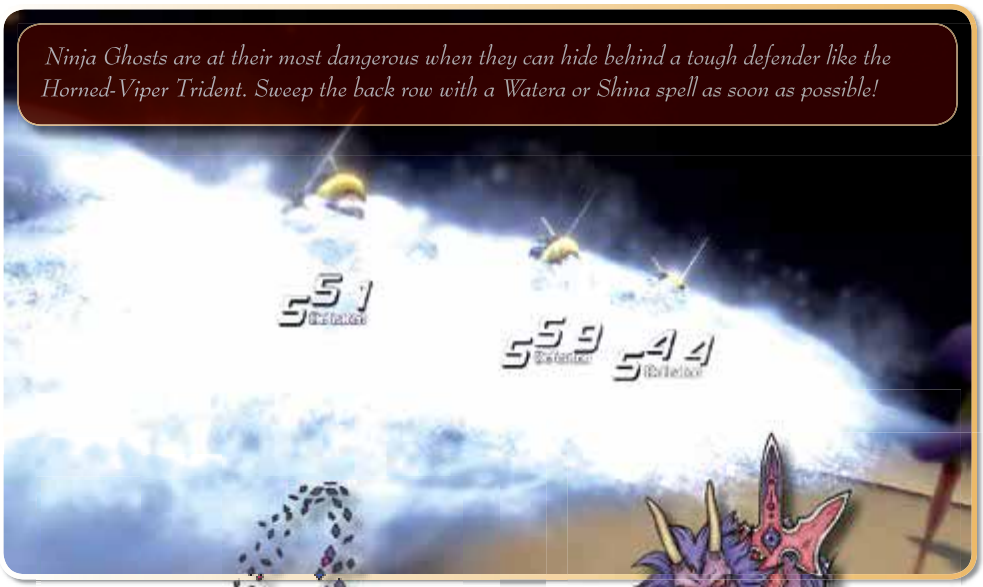


Ninja Ghost 189

Level: 25 HP: 236 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Mega Invisibility Elixir
Steal (Rare):	Assassin Heart

Ninja Ghosts are at their most dangerous when they can hide behind a tough defender like the Horned-Viper Trident. Sweep the back row with a Watera or Shina spell as soon as possible!

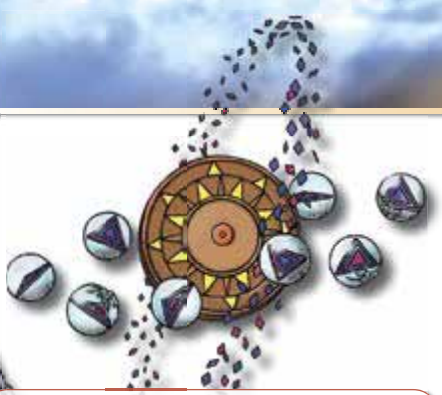




Imposter Eye 155

Level: 25 HP: 298 MP: 750

Weak:	-
Resists:	Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Magic Elixir



Wandering Prophet 203

Level: 26 HP: 232 MP: 655

Weak:	-
Resists:	Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Ultra Magical Medicine



Horned-Viper Trident 200

Level: 26 HP: 448 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Vitality Elixir
Steal (Rare):	Grand Shadow Crystal

THE REVENGE OF SZABO'S MINIONS

The mother of all boss fights waits at the end of the second floor, where you'll face off against the "Grand" versions of Heat-Wave Sai, Raging Kesu, Silent Ku and Turbulent Mai in a single deadly brawl. You can forget most of the strategies you used on them last time, since they mostly use new moves. The only exception is Silent Ku, who still enters Gunman Mode to enable deadly counterattacks for a turn.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

The best defense is a good offense, so skip the Barrier and Support spells and focus on breaking your foes' ability to use deadly group attacks. Have your spellcasters sweep the front row with Watera spells while you fighters blast Grand Raging Kesu with physical attacks and Magic Sword strikes. Kesu is the most dangerous of the bunch, since its knives can disable your spellcasters with the Silence condition and set up Grand Turbulent Mai's Kelolon Buster attack. If someone catches the Kelolon condition, cure it immediately or they'll be dead on Mai's next turn!





You can give yourself an edge in this fight by equipping the right Accessories. Ballet Shoes will protect a key spellcaster from negative status conditions, and a Bellybutton Ring of Fire will allow its wearer to gain life from Grand Heat-Wave Sai's powerful bombs.

Grand Silent Ku 284

Level: 26 **HP:** 1900 **MP:** 0

Attack:	170
Defense:	45
Mag. Attack:	10
Mag. Defense:	130
Speed:	20

Weak:	-
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Medicine

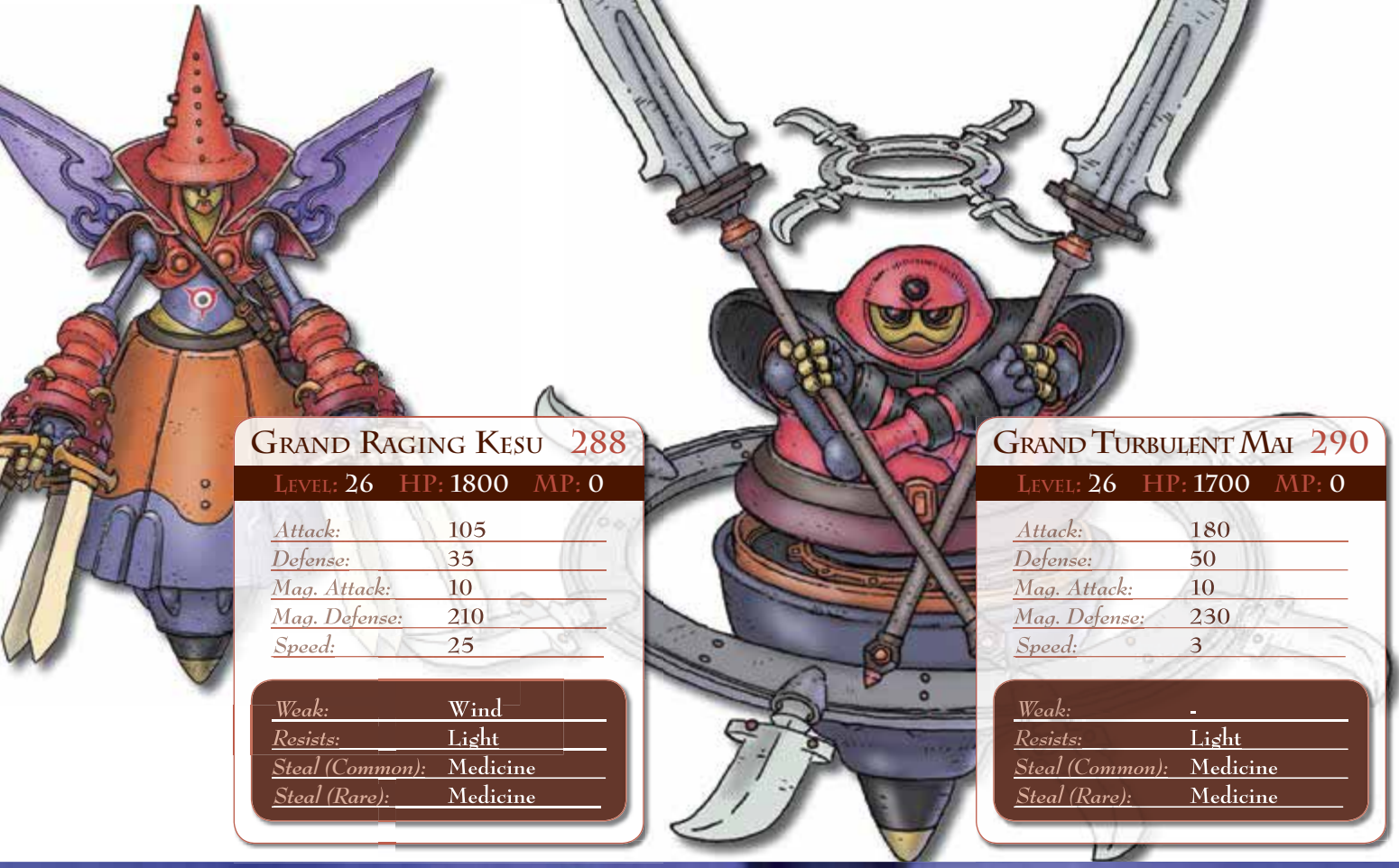
Grand Heat-Wave Sai 286

Level: 26 **HP:** 2500 **MP:** 0

Attack:	135
Defense:	25
Mag. Attack:	10
Mag. Defense:	240
Speed:	8

Weak:	-
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Medicine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Grand Raging Kesu 288

Level: 26 HP: 1800 MP: 0

Attack:	105
Defense:	35
Mag. Attack:	10
Mag. Defense:	210
Speed:	25

Weak:	Wind
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Medicine

Grand Turbulent Mai 290

Level: 26 HP: 1700 MP: 0

Attack:	180
Defense:	50
Mag. Attack:	10
Mag. Defense:	230
Speed:	3

Weak:	-
Resists:	Light
Steal (Common):	Medicine
Steal (Rare):	Medicine

DESTROY SZABO... FOR GOOD?

Next up is Szabo, who gets the benefit of facing off against an already exhausted party. Fortunately, he can take only one action per turn, giving you plenty of time to recover with Pheonix Talons and Zephyr spells. Szabo unleashes physical attacks in machinegun bursts, so the Wall spell is not effective as a defensive measure; have your Barrier Magic user protect the troops with a Shielda spell instead.

The first priority is to destroy Szabo's cannons. Use Mow Down attacks or charged Winda spell to damage them all, since there's no advantage to destroying them one at a time (Watera works too, but Cannon 3 can absorb Water-type damage). Szabo himself has no weaknesses, so just have each character use their strongest attack, regardless of type.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

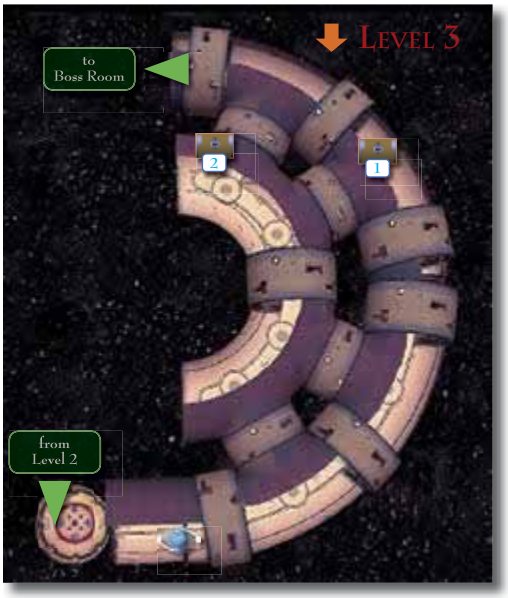
Grand Szabo 281

Level: 27 HP: 2100 MP: 750

Attack:	180
Defense:	60
Mag. Attack:	10
Mag. Defense:	400
Speed:	18

Weak:	-
Resists:	Fire, Water, Wind, Earth, Light, Dark
Steal (Common):	Medicine
Steal (Rare):	Medicine

ROBOT GUARDIANS OF THE THIRD FLOOR



The third floor is guarded primarily by Red-Mask Mecha Robos, powerful defenders who can set their shields aflame, allowing them to counter Flare spells. You can douse their fires (and most likely their lives) with Water-series spells. A Field Barrier will let you reach the Cure-All spell in chest #1 without having to face any other foes, but achievement-hunters will want to challenge the Pathwork Puppets and Balloon Bombers just to earn their Encyclopedia entries.



CHESTS

1. Lv 6 – Cure-All
2. Phoenix Wing

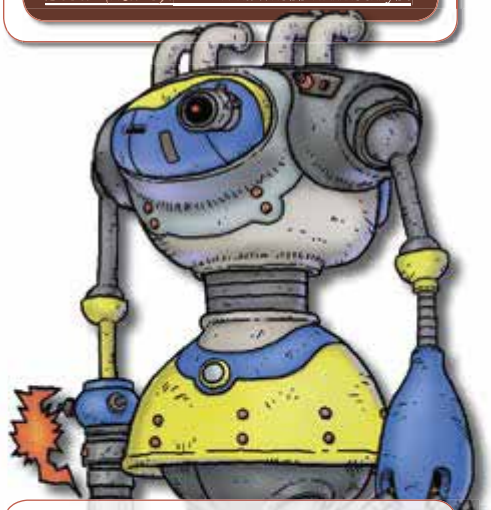
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Red-Mask Robo 177

Level: 26 HP: 352 MP: 500

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Prismatic Crystal
Steal (Rare):	Flawless Amethyst



Patchwork Puppet 172

Level: 27 HP: 448 MP: 250

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Sleep Powder
Steal (Rare):	Flawless Amethyst



Balloon Bomber 114

Level: 25 HP: 112 MP: 0

Weak:	Fire, Water, Wind
Resists:	Earth, Light, Dark
Steal (Common):	Shadow Crystal
Steal (Rare):	Ultra Magical Medicine



When the counters atop Balloon Bombers tick down to zero, they'll pick a party member and self-destruct beside them.

DESTROY NENE'S MOON LASERS

You won't find a boss waiting at the end of the third floor. Instead, you'll be caught in the crosshairs of Nene's seven Moon Lasers, and only the single laser you control can protect you. Fortunately, you'll trigger a checkpoint before this mini-game begins, so you can repeat it without penalty if you lose. If you lose twice, you'll unlock the option to switch to Easy Mode.





In the first round, your laser will face off against three moons. Your goal is to blast the moons only when they turn around to target your characters—hold your fire until you actually see the lasers charging energy, because the moons will try to fake you out by making three-quarter turns and then hiding again. When a moon does begin charging, get your crosshairs to it as quickly as you can and, if you have enough time, charge your own laser for a second or two before returning fire. When all moons have their backs to you, pick one and start charging, in hopes that it will be the next to turn. But if it's not, you'll lose your charge when you move to whichever one exposes itself first.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Each enemy laser blast kills one of your characters, but you can resurrect them a limited number of times by pressing the B button (resurrecting a character will pause the moon laser blasts, so you can do it whenever). After destroying the first three moons, you'll need to take on the remaining four in a much tougher fight.



When you emerge triumphant, your performance will be evaluated, and you'll earn a prize based on the rank. The A-rank prize of an All-Heart may be the best, beating even the S-Rank prize (Forbidden Crystals).

EARNING THE MOON LASER: PERFECT ACHIEVEMENT

Scoring a perfect in this mini-game can be quite an ordeal. Perfection involves not just avoiding damage, but also scoring an effective hit with every shot—any 0-point shot to a turned-around Moon Laser will disqualify you.

The key is practice and memorization. The lasers turn on the same patterns every time, and you can usually get a maximum charge on your shots (which does 500+ points of damage) if you know what moon will turn next. You'll find the order below, although the order will change if you fail to kill a moon in the listed order or kill one early (it is possible to do phase two more quickly, but it requires lightning reflexes—this order should be easier). The moons are numbered from left to right, with the ideal amount of laser charge listed in parenthesis beside it. For example, in Phase One begin charging on the far-right moon (#3), and hit it with two fully-charged blasts before moving on to the middle moon (#2).



PHASE ONE

3 (Max charge)
3 (Max charge; destroyed)
2 (Max charge)
1 (Max charge)
1 (Max charge; destroyed)
2 (3/4 charge; destroyed)



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

PHASE TWO

2 (3/4 charge)
1 (Max charge)
4 (1/3 charge)
3 (1/3 charge)
1 (Max charge; destroyed)
2 (1/3 charge)
3 (quick shot)
4 (quick shot)
4 (Max charge)
2 (1/3 charge; destroyed)
3 (quick shot)
4 (Max; destroyed)
3 (destroy at your leisure)

Phase two is much tougher—as soon as the crosshairs appears you need to move immediately to moon #2. The charge amounts are rough estimates—the important thing is that moon #1 gets blasts with a near-maximum charge so that it will be destroyed by the second shot. On the "quick shots," charge as much as you safely can, but don't push your luck.

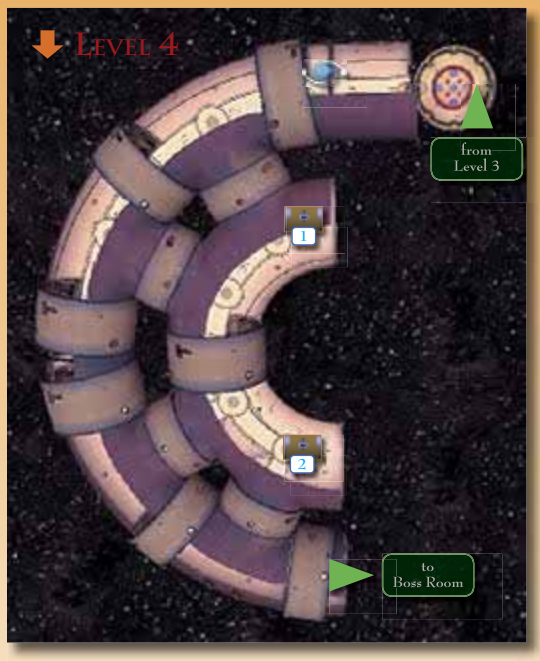


ACHIEVEMENT

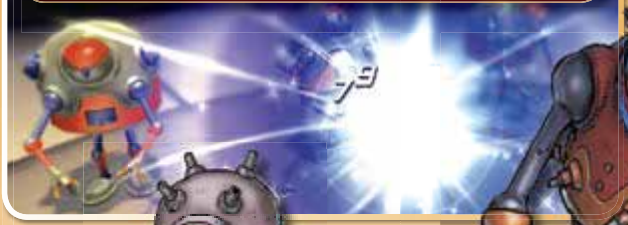
DON'T MISS ELUSIVE DYNADRONES ON THE 4TH FLOOR

If you're diligent about striking from behind and using powerful attacks to kill foes quickly, you could easily slay the red Versatile Mecha Robo before it can use its Dynadrone-summoning ability. If you do, you'll never get a chance to earn the Intercept Dynadrone's Encyclopedia entry—they can only be summoned by Versatile Mecha Robos, and this is the only floor on which Versatile Mecha Robos appear.





The Erase White Magic spellbook also includes the Erase Sword spell. Both clear away enemy stat boosts, but only Erase Sword deals damage too.



INTERCEPT DYNADRONE 59

LEVEL: 20 HP: 160 MP: 0

Weak:	Water, Wind
Resists:	Earth, Light, Dark
Steal (Common):	Sleep Powder
Steal (Rare):	Broken Eternal Engine

VERSATILE MECHA ROBO 73

LEVEL: 28 HP: 808 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Light Crystal
Steal (Rare):	Flawless Amethyst

CHESTS

1. Lv 5 – Erase
2. Lv 6 – Extractus

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

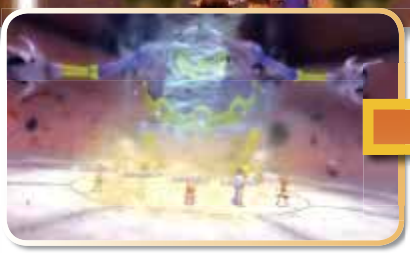


CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

ELIMINATE THE CAPTAIN OF THE JUMBO MECHA ROBO

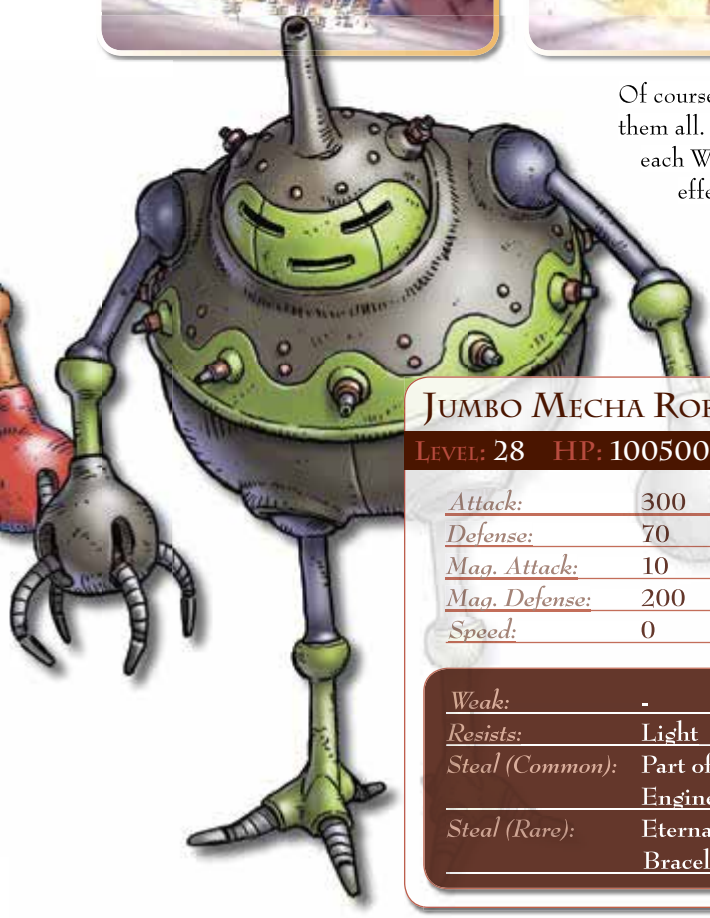
At first, the Jumbo Mecha Robo is a pretty conventional boss fight. It attacks with machineguns and laser blasts and can drop your party's defenses with its Lost Hurricane move (You can restore your defense—and then some—by responding with a Shielda or Shieldus spell). It has no particular weakness, so hit it with whatever does the most damage. When it takes a few thousand points of damage, its head will fall off, and eight War Mecha Robos will fall out. To win the battle, you'll have to kill whichever of the War Mecha Robos is the captain—no need to cut through the Jumbo Mecha Robo's 100,000+ HP.







Of course, you won't know which one the captain is, so you'll have to kill them all. But give it some thought before you fire off a Grounda spell—each War Mecha Robo will counter any attack that damages them, so any effect that targets multiple robos will result in a painful death for the caster. Nevertheless, you may want to have your Black Magic users take one for the team—if you don't wipe out the robos quickly, they'll complete their repairs and jump back into the Jumbo Mecha Robo for a second round.



Jumbo Mecha Robo 275

Level: 28 **HP:** 100500 **MP:** 500

Attack:	300
Defense:	70
Mag. Attack:	10
Mag. Defense:	200
Speed:	0

Weak:	-
Resists:	Light
Steal (Common):	Part of Eternal Engine
Steal (Rare):	Eternal Engine Bracelet





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Be careful when charging spells in this fight. Whenever the War Mecha Robos get a turn, they'll target anyone who's in mid-charge with a charge-canceling blast. Always stop your charges before the first robo's turn!



THERE'S ALWAYS TIME FOR TREASURE

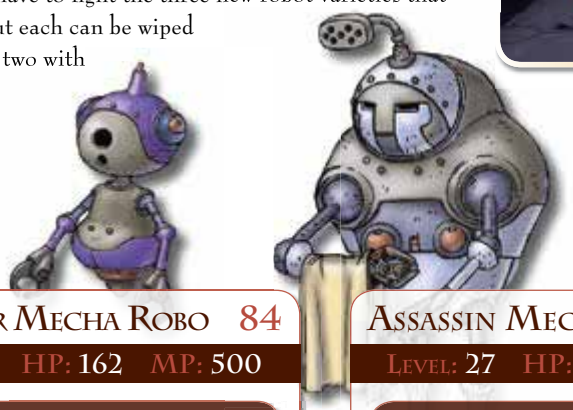


CHESTS

1. *Lv 5 – Healus*
2. *Lv 5 – Reflecta*
3. *Lv 5 – Paralyze*
4. *Lv 5 – HP Max Up*

This is the final floor, and time is running out, but the high-level spellbooks at the end of each of the four western passages are worth taking a risk for. This floor's boss fight is short, so you can afford to spend most of your remaining time collecting the loot. You'll have to fight the three new robot varieties that defend them, but each can be wiped out in a turn or two with Watera spells.





Enforcer Mecha Robo 84

Level: 25 HP: 162 MP: 500

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Power-Swap Dart
Steal (Rare):	Flawless Sapphire

Assassin Mecha Robo 87

Level: 27 HP: 456 MP: 600

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Prismatic Crystal
Steal (Rare):	Flawless Ruby



Standard Defender 86

Level: 26 HP: 380 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Prismatic Crystal
Steal (Rare):	Flawless Amethyst

WREST CONTROL OF YASATO FROM NENE!



The boss of this floor is your old friend Yasato, who seems to have fallen under Nene's control. Your goal is not to defeat him, but to free him by directly targeting the strange sweeper he's holding. You won't be able to hit it until he exposes it to you, so spend your first few turns wiping out his henchmen to earn their Encyclopedia records. Don't worry if Yasato gets caught in the crossfire of a Grounda or Watera spell—he can take it. When Yasato holds out the sweeper, smash it to pieces!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

AN ACHIEVEMENT-PACKED FINALE

The final moments of disc 2 provide an opportunity to win three hidden achievements in rapid succession. After scoring the "Got to Nene Before Bomb Went Off" achievement, Kluke's collar will come alive and attempt to squeeze the life out of her. One by one, your characters will have to yank at a leg and pull it away by pressing down on the left analog stick and whichever button (X, A, or B) the prompt suggests. If you do each one perfectly, you'll earn the "Saved Kluke from Choking" achievement. If you fail, she'll take some damage and the game will continue. If you let her die, you'll be given the opportunity to continue and aim for the achievement again.



A few event scenes later, Nene will attempt to crush Shu with his Squashtrich, and you'll have to resist by hammering the X button as fast as you can. After you fill up the charge meter, you'll be sent into a battle screen where you must select "Flee" to proceed. This is the hardest button-masher yet, but if you fail to enter the battle screen before Shu takes damage, you can let him die, continue, and try for the "Escaped from Squashtrich" achievement again.





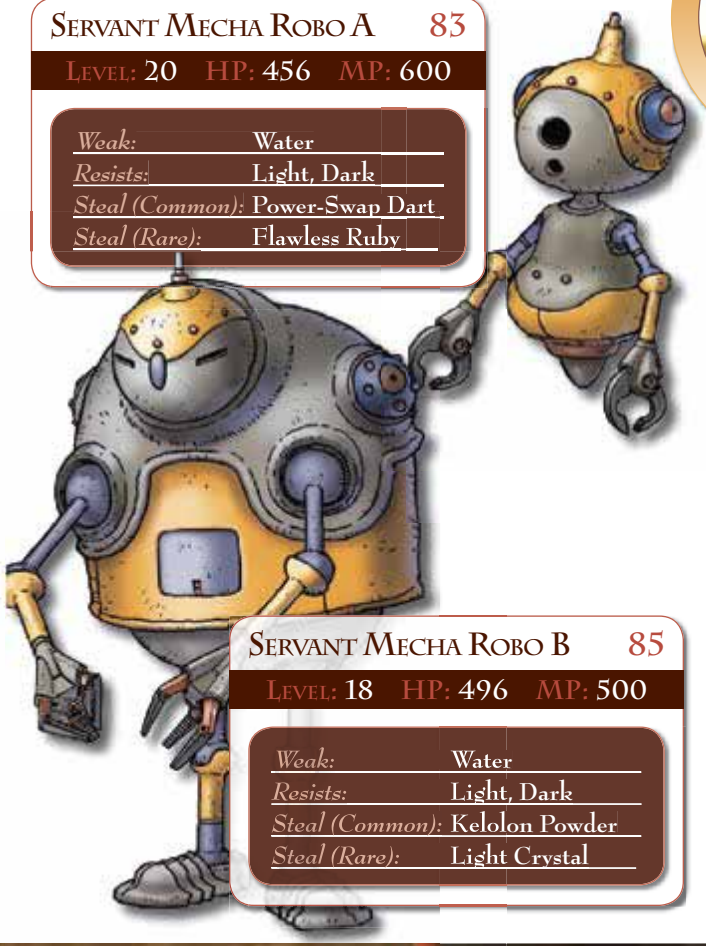




SERVANT MECHA ROBO A 83

LEVEL: 20 HP: 456 MP: 600

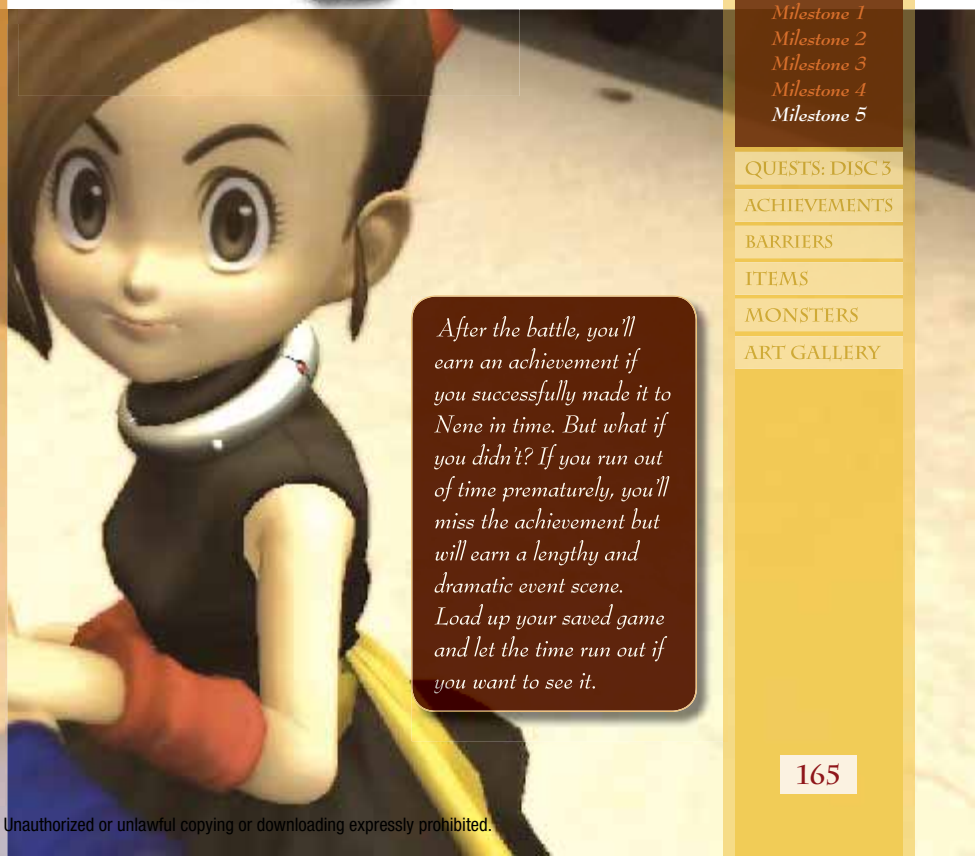
Weak:	Water
Resists:	Light, Dark
Steal (Common):	Power-Swap Dart
Steal (Rare):	Flawless Ruby



SERVANT MECHA ROBO B 85

LEVEL: 18 HP: 496 MP: 500

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Kelolon Powder
Steal (Rare):	Light Crystal



After the battle, you'll earn an achievement if you successfully made it to Nene in time. But what if you didn't? If you run out of time prematurely, you'll miss the achievement but will earn a lengthy and dramatic event scene. Load up your saved game and let the time run out if you want to see it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DISC 3 Walkthrough

WALKTHROUGH MAP LEGEND

- CHEST
- RED BARRIER CHEST
- BLUE BARRIER CHEST
- GREEN BARRIER CHEST
- WHITE BARRIER CHEST
- BLACK BARRIER CHEST
- RED BARRIER
- BLUE BARRIER
- GREEN BARRIER
- WHITE BARRIER
- BLACK BARRIER
- WARP POINT
- SAVE POINT
- BOSS BATTLE — BOSS!
- MULTIPLE SHOPS — Shops
- INN — Inn
- ITEM SHOP — Items
- ACCESSORY SHOP — Acc.
- SPELL SHOP — Spells
- TORIPO SHOP — Toripo
- MAP POINT CONNECTION — A

DISC 3 DESTINATIONS



QUEST 1



PAGE 168

QUEST 2



PAGE 184

QUEST 3



PAGE 194

QUEST 4



PAGE 210

QUEST X



PAGE 224

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



DISC 3

Quest 1

RECLAIMING YOUR SHADOWS

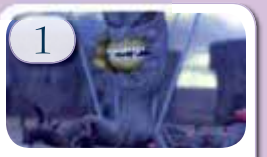
Our heroes have been beaten, stripped of their shadows, and left to die in one of Nene's cursed towns. But somehow Shu manifested his shadow to survive the Squashtrich attack… Could that magic power still be within him somewhere?

REGROUP AND EXPLORE DEVOUR VILLAGE

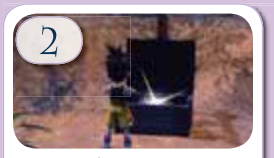
Shu awakens, stripped of his shadow, in a dismal town known as Devour Village. Downstairs, an elderly woman will help you get your bearings, then send you outside to search for your friends. You'll find them to the east, near the White Barrier chest. Return west to the town square, and then walk towards the exit, where you'll learn how the town got its name.



Milestones



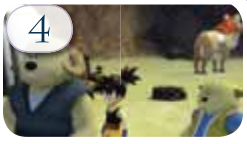
1 Destroy the Eat-Yeet



2 Cross the Devour Forest



3 Defrost Noluta Village



4 Traverse the Lal Mountains



5 Seek Clues in the Glass Spires

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Devour Village

BARRIERS: x0 x0 x0 x1 x0



CHESTS

1. Medals x 7
2. Magical Fortification Elixir

B1. Medals x 9

Goods & Services

INN

Overnight Stay	24G

ITEM SHOP

Medicine	30G
Mega Medicine	100G
Ultra Medicine	500G
Magical Medicine	250G
Mega Magical Medicine	500G
Ultra Magical Medicine	800G
Light Crystal	500G
Grand Light Crystal	800G
Shadow Crystal	450G
Grand Shadow Crystal	1000G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Princess' Kiss	20G
Stone-Be-Gone	30G
Mental Surge	200G
No-Ghost Device	250G
Fresh Garlic	80G
Stout Garlic	300G
Kelolon Elixir	350G

ACCESSORY SHOP

Diamond Bracelet	5000G
Diamond Necklace	5500G



MILESTONE 1 DESTROY THE EAT-YEET

SHU VERSUS THE EAT-YEET: ROUND ONE

With a full head of steam, Shu can't help but to challenge the Eat-Yeet, even if his friends won't back him up. To begin the fight, approach the gray tree at the center of town and press the A button. But without a Shadow, you have little hope of victory. Don't waste any items, unless you want to take a shot at stealing the Eat-Yeet's Black Belt by using a The Way of the Thief and attacking. (The odds you'll get anything before dying are slim, and the odds that it will be the Black Belt are 10% of that.)





CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SPELL SHOP

White Lv 4/Cure Paralysis	3100G
White Lv 4/Zephyra	3300G
White Lv 4/Shina	2000G
Back Lv 4/Grounda	3100G
Black Lv 4/Extracta	3300G
Black Lv 4/Shadowa	2850G
Power Lv 4/Quicka	3250G
Power Lv 4/Kelolon	3450G
Power Lv 4/Attack Up	3050G
Barrier Lv 4/Trapfloora	2800G
Barrier Lv 4/Resista	3150G
Barrier Lv 4/Walla	3250G

ACHIEVEMENT

RECLAIM SHU'S SHADOW

After his defeat, Shu will again awaken in the old woman's home. Everyone else has gone to the Inn, where they're tending to an ailing Kluke. After checking in with them, you'll emerge to find that night has fallen on the village. Head to the north end of town, where you'll find a cliff that overlooks the sea, and a despondent Sahlia who is considering ending it all.

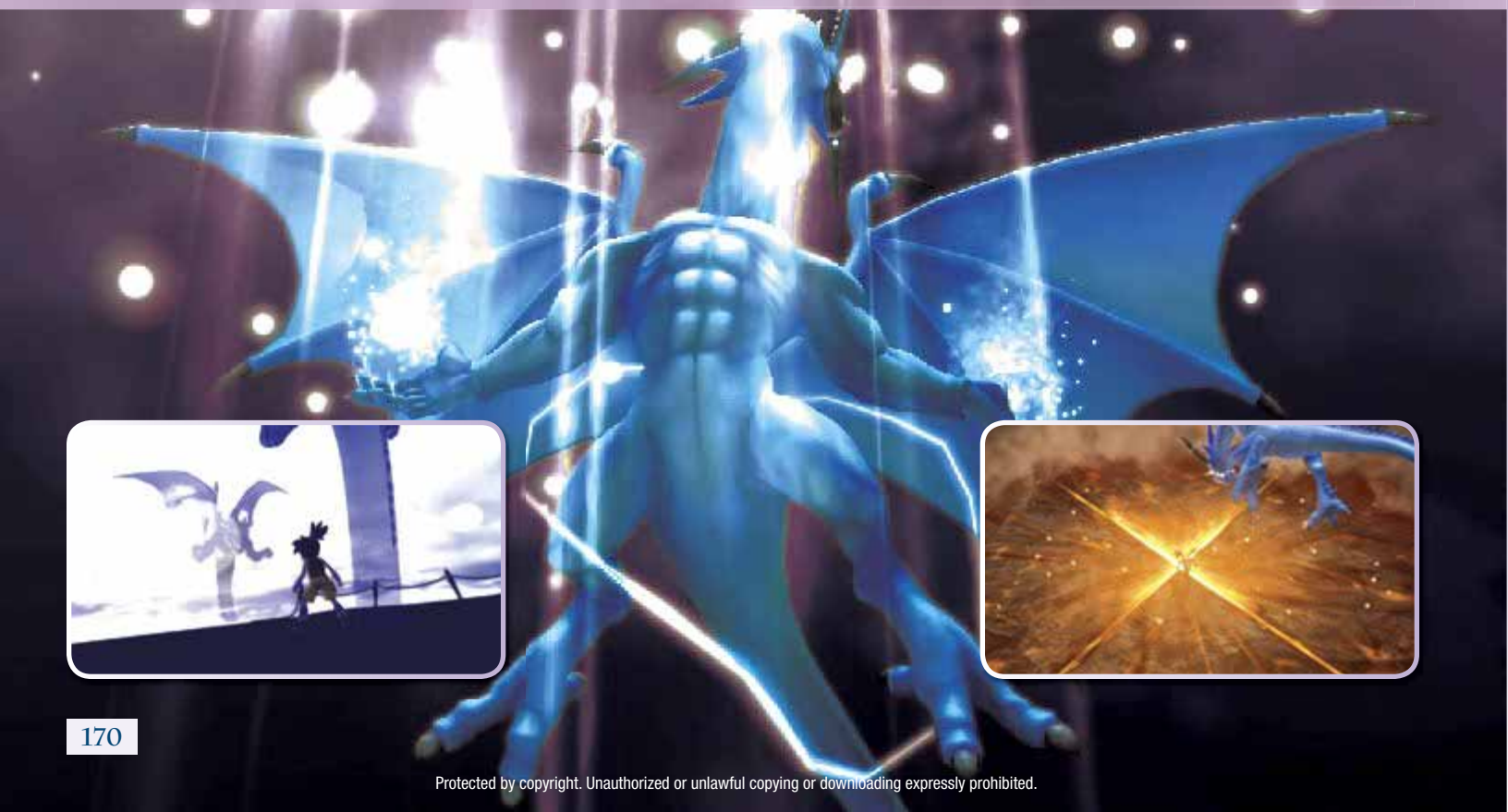




This event will give Shu the impetus to reclaim his shadow, although it will take a bit of button-mashing on your part. If you hit the button quickly, you'll have to fill three progressively longer energy bars, and will earn the "Summoned Shu's Shadow" achievement at the end. There's no way to lose this mini-game, but if you press too slowly, you won't get the third energy bar, and will not earn the achievement.



Before the Shadow will resume its bond with Shu, you'll have to destroy its own evil nature. Trade blows with your Shadow's shadow, healing when necessary, until your Tension meter (above Shu's name and picture) is totally full. You'll then be able to select "Corporeal" from the top of your command menu, which will make your shadow flesh and unleash it upon your foe. That move will end the fight immediately.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

SHU VERSUS THE EAT-YEET: ROUND TWO

Now you have the power to destroy the Eat-Yeet, even if Shu is the only party member with a shadow. That doesn't mean the other characters are useless—on the contrary, they serve several important functions in this fight. For one thing, they can heal Shu and erase the Eat-Yeet's paralysis and poison effects with items. (Although if possible, you should equip Shu with the Ballet Shoes to protect him from status conditions entirely.) Also, your party members can slap away the Eat-Yeet's hands, since the Eat-Yeet covers itself after every attack. You don't want to waste Shu's turns striking at the hands, so make sure whoever comes directly before him in Turn Order takes care of it.





But the main function of your friends is to die painfully. Shu can boost his Tension gauge by taking damage and attacking foes, but nothing boosts the Tension meter as dramatically as the death of a friend. When Shu's Corporeal attack is charged and ready, the fight is as good as won.







BAKING COOKIES WITH SAHLIA

Sahlia will stop Shu on his way out of town and hand over a bag of her fresh-baked cookies, which restore 100 HP and 50 MP when consumed. After leaving Devour Village, step right back in and talk to Sahlia again to get her Cookie Recipe (a key item). There are only two ingredients: Radiant Flour and Zephyr Chocolate, which can be found by searching objects or stealing from foes. If you have them on you, talk to Sahlia again and she'll cook up another batch.





EAT-YEET 271

LEVEL: 29 HP: 1700 MP: 500

Attack:	180
Defense:	35
Mag. Attack:	10
Mag. Defense:	195
Speed:	0

Weak:	-
Resists:	Water, Wind, Earth, Light, Dark
Steal (Common):	Light Crystal
Steal (Rare):	Black Belt

If Shu has pursued the Assassin class, make sure he has Steal and Treasure Hunt equipped so he can try to swipe the Eat-Yeet's Black Belt. This amazing accessory reduces elemental damage and doubles all SP you earn! Black Belts are rare, so you may want to save your game before the fight and keep trying until you get it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 2 CROSS THE DEVOUR FOREST

There are only two native monsters in the small patch of overworld between Devour Village and the Devour Forest, but every battle can be a challenge when your party has only a single Shadow. That doesn't mean your other heroes are useless, though; don't forget about all the Thorn Branches, Rubies and whatnot that are sitting in your inventory!









Sleeper Moth 54

Level: 26 HP: 112 MP: 0

Weak:	Water
Resists:	Earth, Light, Dark
Steal (Common):	Ultra Medicine
Steal (Rare):	Phoenix Talon

Kelolon Defender 152

Level: 28 HP: 288 MP: 500

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Cure-All



Devour Forest

BARRIERS: x0 x0 x1 x0 x1



CHESTS

1. Grand Emerald
2. The Way of the Thief
3. Ancient Feather
4. Flower Shard
5. Crystal Bracelet
6. Repeater Weed
7. Power-Swap Dart
8. Lv 0 – Curse
9. Crystal Earring
10. Flawless Emerald
11. Faceless Emerald
12. Grand Amethyst
13. Sacred Tree Shard
14. Sleep Powder
15. Mirror Ring
16. Part of Eternal Engine
17. Crystal Ring
B1. Stone Shoes
B2. Ribbon

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Blue Skeleton 80

Level: 32 HP: 240 MP: 300

Weak:	Light
Resists:	Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Cure-All



Razor-Wing Skimmer 109

Level: 29 HP: 120 MP: 500

Weak:	Water, Wind
Resists:	Earth, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Grand Light Crystal



Stupefying Ghost 184

Level: 28 HP: 808 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Zephyr Chocolate



Ravenous Acornivore 105

Level: 30 HP: 180 MP: 0

Weak:	Fire, Dark
Resists:	Water, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Zephyr Chocolate

Plant the Flower Shard

A row of vines prevent you from reaching the heart of the forest, so you'll need to hang a right and venture east from the entrance. You'll face several foes, including a pack of Razor-Wing Skimmers spawned by a shrieking mandrake root, so keep everyone's HP high and consider dipping into your stock of Invisibility Elixirs if Shu is unable to handle them by himself.





At the end of the path you'll find a Stupefying Ghost and a Ravenous Acornivore that guard a particularly important chest. Step between the two guardians and spread your Encounter Circle to snare them in a Monster Fight that will make two tough foes quite a bit easier. One of their chests contains the Flower Shard, which will fit nicely in the pedestal at the entrance. That will lower the vines, allowing you to proceed deeper into the forest, where you'll chance upon your old friend Toripo.







Plant the Sacred Tree Shard

From the second pedestal, head east towards chest 13 (at the easternmost point of the forest) to find its key, the Sacred Tree Shard. Once again, the shard is guarded by a Stupefying Ghost and Ravenous Acornivore, which can easily be turned against each other. The chest you want is the one beneath the lantern—the other contains a lowly Grand Amethyst and is guarded by a Mandrake Root that will surround you with Razor-Wing Skimmers.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

EXPOSE THE SKELETON MONKEY

You'll meet new Zombie Monkey foes near the loop in the northern part of the map, along with classic Scavenger Wolf Ghosts. If you pair these foes up in battle, you'll be in for a surprise—the wolves will tear the flesh off the monkeys and expose a new Skeleton Monkey foe. This is the only way you'll ever fight a Skeleton Monkey, so achievement-hunters can't miss this Monster Fight!



Zombie Monkey 167

Level: 29 HP: 120 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Iridescent Wind
Steal (Rare):	Banana



Skeleton Monkey 169

Level: 25 HP: 114 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Iridescent Wind
Steal (Rare):	Banana

You'll want to explore the rest of the north forest paths as well, as there's a rare Mirror Ring in Chest 17 to the northeast and a Green Barrier-sealed chest (containing Stone Shoes) to the southeast. When you've had your fill of the woods, activate the second pedestal and step out into the Giant Snow Field.



PREDATORS OF THE GIANT SNOW FIELD

The Giant Snow Field is quite vast, and it's easy to get lost within its hills and forests as you search for treasure. But now is not the time for treasure hunting, as many of the enemies here are extraordinarily powerful, and pose a serious threat to Shu's shadowless comrades. The Azure Scorpion is the toughest of the bunch, as it can sweep your entire party with freeze rays that will deal up to 200 points of damage per character! The Polar Lazy Bears are nearly as dangerous, but they'll go down in one hit from an Armaneedle if you snare both creatures in your Encounter Circle.







Haunting Pelican 119

Level: 31 HP: 256 MP: 500

Weak:	Light
Resists:	Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Radiant Flower

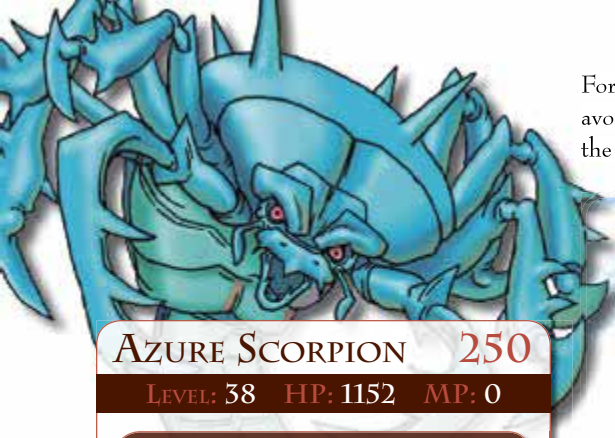


Armaneedle 159

Level: 30 HP: 184 MP: 250

Weak:	-
Resists:	Earth
Steal (Common):	Ultra Medicine
Steal (Rare):	Flawless Ruby

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Fortunately, none of these foes are particularly fast, tricky, or aggressive. To avoid combat, you need only stay on the path and keep moving. Bear right at the first fork, and you'll reach the gates to Noluta Village without incident.



Azure Scorpion 250

Level: 38 HP: 1152 MP: 0

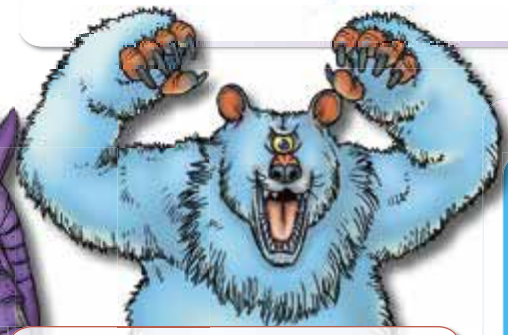
Weak:	Fire
Resists:	Water, Earth, Dark
Steal (Common):	Ancient Feather
Steal (Rare):	MP Boost Elixir



Glacier Turtle 147

Level: 32 HP: 552 MP: 600

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Body Builder's Elixir



Polar Lazy Bear 206

Level: 35 HP: 864 MP: 500

Weak:	Fire
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Broken Eternal Engine

CHESTS

- *Grand Ruby*
- *Medals x 13*
- *Broken Eternal Engine*
- *Devee Elixir*
- *Medals x 7*
- *Medals x 9*
- *Prismatic Crystal*
- *Medals x 1*
- *Flawless Amethyst*
- *Medals x 3*
- *Mega Magical Medicine*
- *Flawless Emerald*
- *Ancient Fossil*



Noluta Village

BARRIERS: x0 x0 x0 x0 x0



CHESTS

1. *Medals x 7*
2. *Medals x 9*
3. *Medals x 5*

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 3 DEFROST NOLUTA VILLAGE

SEEK INSPIRATION IN THE TRAGEDY OF NOLUTA VILLAGE



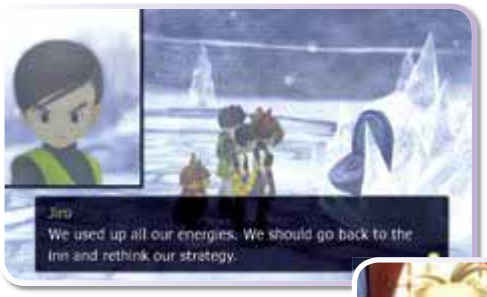




Nene's violet clouds have been sowing chaos again, this time flash-freezing the town of Noluta Village. But these violet clouds have a silver lining—the victims of the tragedy can inspire Kluke, Jiro, and Marumaro to finally reclaim their own shadows. Visit the Old Man's House (the first one on the right) and talk to both occupants to set the fire burning within Kluke. Jiro will find similar inspiration in the second house on the right, and Marumaro will be inspired after speaking to the four frozen children who were playing near the river. When all three have "a light shining in their hearts," they'll each be taken to battle their shadows, which can only be beaten by charging up tension and unleashing the Corporeal command.

SEEK GUIDANCE FROM THE KING OF JIBRAL

Your shadows are back, but saving Noluta Village isn't as simple as smashing the terminal in the town square. When you investigate it, Jiro will lead everyone back to the Inn, where a Jibral guard will suggest you ask the king for advice. The restrictions on warping have been lifted, so activate the local Warp Device (in front of the Inn) and zip back to Jibral Castle.







You'll find the king in his third-floor quarters, and he'll send you down to the basement to get a full report. The Mad Chief Researcher will happily provide you with the password for the terminal.

GOODS & SERVICES

INN

Overnight Stay	24G

ITEM SHOP

Medicine	30G
Mega Medicine	100G
Ultra Medicine	500G
Magical Medicine	250G
Mega Magical Medicine	500G
Ultra Magical Medicine	800G
Light Crystal	500G
Grand Light Crystal	800G
Shadow Crystal	450G
Grand Shadow Crystal	1000G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Princess' Kiss	20G
Stone-Be-Gone	30G
Mental Surge	200G
No-Ghost Device	250G
Fresh Garlic	80G
Stout Garlic	300G
Kelolon Elixir	350G

ACCESSORY SHOP

Diamond Bracelet	5000G
Diamond Ring	5200G
Diamond Necklace	5500G
Diamond Earring	4400G
Scarf	6000G
Stone Shoes	3500G

SPELL SHOP

White Lv 4/Cure Paralysis	3100G
White Lv 4/Zephyra	3300G
White Lv 4/Shina	2900G
Back Lv 4/Grounda	3100G
Black Lv 4/Extracta	3300G
Black Lv 4/Shadowa	2850G
Power Lv 4/Quicka	3250G
Power Lv 4/Kelolon	3450G
Power Lv 4/Attack Up	3050G
Barrier Lv 4/Trapfloora	2800G
Barrier Lv 4/Resista	3150G
Barrier Lv 4/Walla	3250G

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



While you're in town, visit Café Jibral to learn about some of the optional side quests that can be challenged at any point in disc 3.

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

CRUSH THE SENTINEL TO SAVE NOLUTA VILLAGE

You didn't think it would be that easy, did you? Nene has one last precaution in place: A mighty Azure Sentinel charged with protecting the terminal. The Sentinel's only real vulnerability is Fire, but anyone who exploits that weakness will take an immediate pounding from the sentinel's devastating Rocket Punch. These counterattacks can kill, so time your Flarus spells and Flarus Sword attacks carefully—only one character should use them per turn, and only when a healer's turn is coming around soon.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

After a handful of fire attacks, the boss should be softened up enough to take damage from normal strikes, but with 7,000 hit points, you'll be in for a long fight. A quicker method is to let him get a few kills in (ideally always to the same character), which will rapidly charge your heroes' Tension meters. Two or three Corporeal attacks will surely take him down.



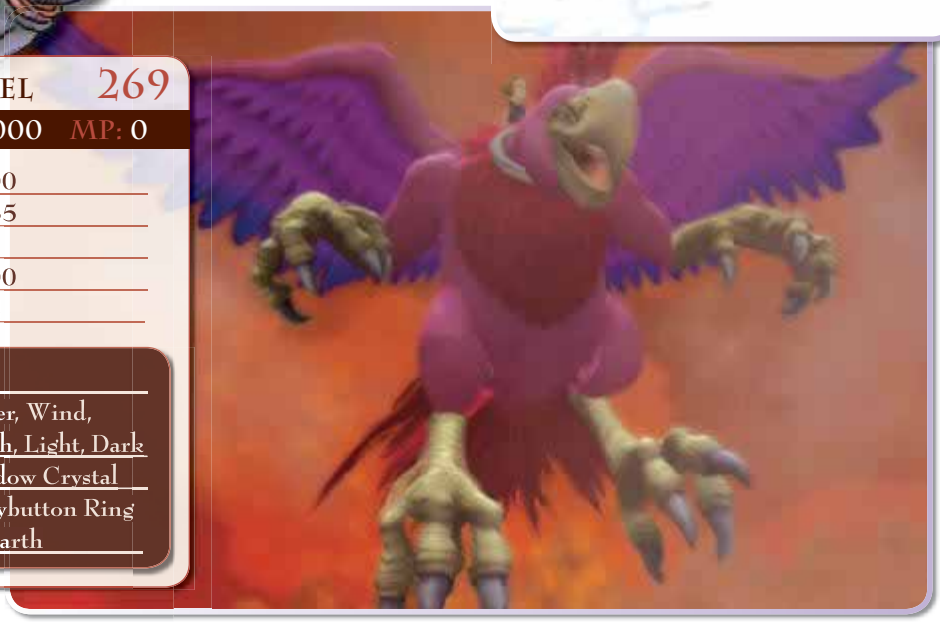


Azure Sentinel 269

Level: 30 HP: 7000 MP: 0

Attack:	200
Defense:	185
Mag. Attack:	10
Mag. Defense:	200
Speed:	12

Weak:	-
Resists:	Water, Wind, Earth, Light, Dark
Steal (Common):	Shadow Crystal
Steal (Rare):	Bellybutton Ring of Earth



ACHIEVEMENT

THE WHITE DEVICE AND THE AURORA DROPLET

When destroyed, the Azure Sentinel will drop the White Device, which can restore Noluta Village with the click of a button. That puts you one device away from being able to clear all of the game's barriers—but we'll cover that in the next quest. For now, you can head north to finish your exploration of the Great Snow Field, or south to continue on to the Lal Highlands, your next destination.

If you head out of the town's southern exit, you'll find a sparkling Aurora Droplet buried in the snow. The Aurora Droplet can restore 200 HP and 200 MP to your entire party, but Toripo wants it more—he needs it to find his precious Aurora Ruins. If you agree to hand it over, he'll give you the Crystal Necklace, a rare accessory that's a must-get for Item collectors (you've already held the Aurora Droplet long enough to get its encyclopedia entry).





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BEASTS OF THE NORTHERN LAL MOUNTAINS



The southern gate leads to a thin mountain path that is guarded by a handful of new foes. The most interesting are the Rock Hermit Crabs—you can destroy them easily with Wind spells, but try to steal from each first—they often hold stat-boosting Body Builder's Elixirs!

After crossing the river, you'll enter the Lal Highlands, where the Sheep Tribe have made a camp. Stop in for healing, advice, and to get started with a brief but lucrative side quest.

CHESTS

Ultra Magical Medicine
Flawless Amethyst
Medals x 7

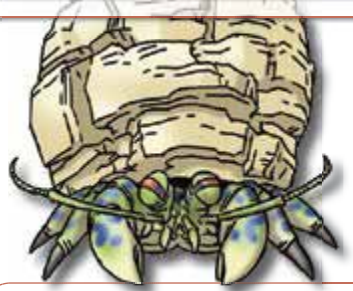


Blue Infantry 138

Level: 34 HP: 480 MP: 0

Weak:	Flare
Resists:	Water, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Grand Shadow Crystal





Rock Hermit Crab 17

Level: 30 HP: 200 MP: 350

Weak:	-
Resists:	Earth, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Body Builder's Elixir

Piper 113

Level: 31 HP: 136 MP: 250

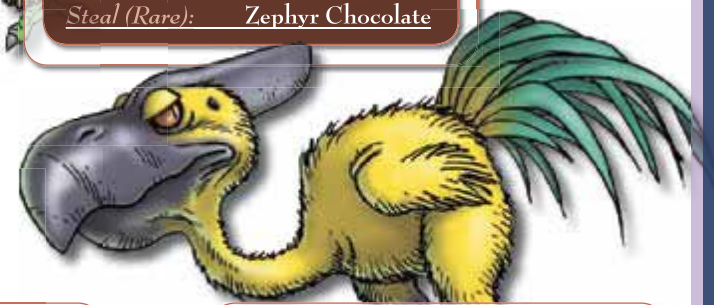
Weak:	Wind
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Zephyr Chocolate



Bloodsucker 102

Level: 30 HP: 608 MP: 500

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Grand Emerald
Steal (Rare):	Flawless Ruby



Mega Beak 123

Level: 32 HP: 248 MP: 0

Weak:	Flare
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Radiant Flour

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Sheep Tribe Camp

BARRIERS: x0 x0 x0 x0 x1

Goods & Services

INN

Overnight Stay	24G

ITEM SHOP

Medicine	30G
Mega Medicine	100G
Ultra Medicine	500G
Magical Medicine	250G
Mega Magical Medicine	500G
Ultra Magical Medicine	800G
Light Crystal	500G
Grand Light Crystal	800G
Shadow Crystal	450G
Grand Shadow Crystal	1000G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Princess' Kiss	20G
Stone-Be-Gone	30G
Mental Surge	200G
No-Ghost Device	250G
Fresh Garlic	80G
Stout Garlic	300G
Kelolon Elixir	350G

ACCESSORY SHOP

Diamond Bracelet	5000G
Diamond Ring	5200G
Diamond Necklace	5500G
Diamond Earring	4400G
Scarf	6000G
Stone Shoes	3500G
Leather Belt	4500G
Kimono Sash	4000G

CHESTS

1. Flawless Sapphire
2. Cure-All
3. Kimono Sash
4. Medals x 1
5. Medals x 10

B1. Missile Upgrade Part B



PIRATES, MONKEYS, AND A SENILE SHEEP

There are quite a few interesting creatures to speak with at the Mountain Sheep Camp. Near the entrance, speak to the man in the headband about the Killer Bandit. Apparently her treasure is hidden somewhere in the desert ahead, and if you bring it to him, he'll give you a fabulous reward.



If you approach the monkey on the nearby crate, he'll swipe the Banana you got from the chest in the Bodyguards' Office at Jibral Castle Town, and hand over a set of Forbidden Crystals in return. It's just a healing item, but a rare one, and one that you may not yet have the Encyclopedia entry for.



SPELL SHOP

White Lv 4/Cure Paralysis	3100G
White Lv 4/Zephyra	3300G
White Lv 4/Shina	2900G
Back Lv 4/Grounda	3100G
Black Lv 4/Extracta	3300G
Black Lv 4/Shadowa	2850G
Power Lv 4/Quicka	3250G
Power Lv 4/Kelolon	3450G
Power Lv 4/Attack Up	3050G
Barrier Lv 4/Trapfloora	2800G
Barrier Lv 4/Resista	3150G
Barrier Lv 4/Walla	3250G



When you speak to the elderly tribesman at the fire pit, he'll have trouble remembering the rumors he's heard about the area ahead. But if you repeatedly speak to him from behind, he'll recall more and more details.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

THE SHEEP CAMP KNITTING CIRCLE

Sheep tribe members love to knit, but the tribeswoman with the knitting basket under her arm is having trouble with her next stitch. After speaking with her, warp to the Wilderness Sheep Camp and ask the local Knitting Sheep Tribeswoman for advice. The Lal Mountain tribeswoman will appreciate the help, but will immediately run into trouble again. This time, warp to the Forest Camp, where their knitting specialist knows the right stitch. That will allow the Lal Mountain tribeswoman to complete her masterpiece—a Mirror Bracelet, which she'll immediately offer to you.



THE BARRIER HUNTER'S STATUS REPORT

The fortune-teller in camp sees colors—one for each barrier left in the world. She won't tell you where to find them, but at least she can help you narrow down how many of each color are left.



MILESTONE 5 SEEK CLUES IN THE GLASS SPIRES

BEASTS OF THE SOUTHERN LAL MOUNTAINS



You'll face two new foes in the stretch of path south of the sheep camp. The first is the Boreal Raptor, a creature that can use its mastery of the winds to blow your heroes right off the field! Give it a taste of its own medicine by blasting it with Winda spells or Winda Sword attacks, but prepare to flee if it blows away too many of your key fighters. The other new addition is the meaty Blue Soldier, who is generally Barrier-proof and too wide to slip around. Meet it head to head—it's not all that tough.

Boreal Raptor 127

Level: 38 HP: 1152 MP: 250

Weak:	Wind
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Phoenix Wing



Blue Soldier 145

Level: 38 HP: 864 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Phoenix Wing

CHESTS

- *Medals x 9*
- *Medals x 3*
- *Gorgo Elixir*
- *Ancient Feather*



SPLIT AND DESTROY THE ROCKWIND WOLF GHOST

Save your game and heal your characters as soon as you see the blue and purple wolf on the horizon—you're only a few steps away from an ambush. The Rockwind Wolf Ghost resembles the Icefire Wolf Ghost you fought in the Ancient Hospital, but its strategy is a little different—it doesn't use counterattacks by switching elements, so pay attention to whatever element it chooses at the start of the fight ("Gale" or "Stone" will be the first word of the move name) and pound it with the opposite element until it spends a turn changing its element again.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Rockwind Wolf Ghost 264

Level: 30 HP: 6000 MP: 0

Attack:	210
Defense:	55
Mag. Attack:	120
Mag. Defense:	600
Speed:	15

Weak:	Varies
Resists:	Fire, Water, Light, Dark
Steal (Common):	Grand Emerald
Steal (Rare):	Barrier Magic Heart

Gale Wolf Ghost 41

Level: 30 HP: 2300 MP: 0

Weak:	Earth
Resists:	Fire, Water, Wind, Light
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Zephyr Chocolate



Stone Wolf Ghost 42

Level: 30 HP: 2500 MP: 0

Weak:	Wind
Resists:	Fire, Water, Wind, Light
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Radiant Flour

When it nears death, the Rockwind Wolf Ghost will split into its constituent parts—a Gale Wolf Ghost and a Stone Wolf Ghost. (If you killed it before it split, better load that saved game and go easier on it next time—there's no other way to get those two Encyclopedia entries.) It's best to take out the Stone Wolf Ghost first, since it can be hit by Winda spells without accidentally healing the Gale Wolf Ghost, and there's no way to focus a Grounda spell. But watch out for the Gale Wolf Ghost's Spinning Shell move—it casts reflect on both wolves, turning your spells back at you! Fortunately, Magic Sword Attacks are not affected.





EXPLORING THE GREAT DESERT

The enemies you'll face in the Great Desert are an unusually difficult bunch. The Rolling Barbs will dish out a nasty surprise to anyone who strikes with a Mow Down move—each barb will return its own counterattack. But they're a minor threat compared to the Yellow Chiroptridents, who can sweep your party with powerful lighting blasts or target an individual character with a paralyzing blast. Make sure your White Magic user is wearing the Ballet Shoes so he or she can heal the afflicted with a Cure Paralyze spell.





When you reach the glass spires at the heart of the desert, you'll get a surprise opportunity to take a Mechat for a ride. Pilot it a bit until you see an event scene and a controls tutorial pops up, then return to where you found the Mechat—you have more treasure-hunting to do!



The big prize is the Autographed Manuscript, which is near the eastern tip of the desert. Bring that back to the bandit in the Sheep Tribe Camp, and he'll trade you an Eyepatch, which combines healthy stat boosts with the SP-doubling properties of the Black Belt! That should help get Zola up to speed quickly.



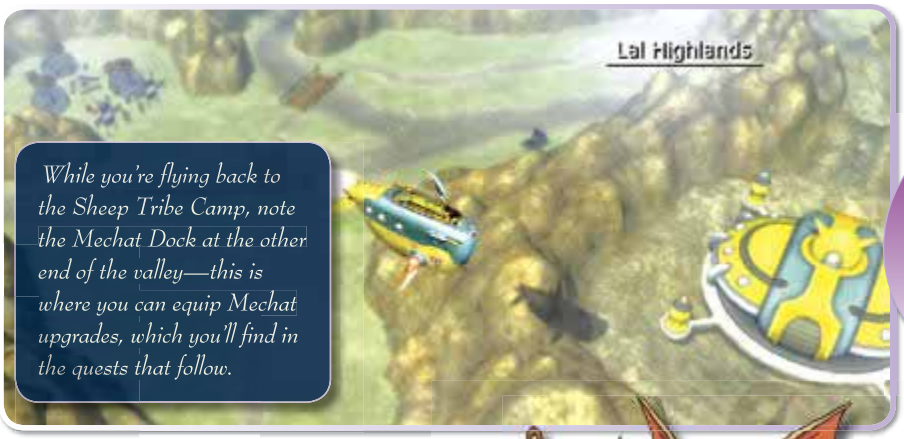
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

CHESTS

1. Prismatic Crystal
2. Medals x 3
3. Kelolon Neclace
4. Medals x 7
5. Phoenix Wing
6. Autographed Manuscript
7. Cure-All



While you're flying back to the Sheep Tribe Camp, note the Mechat Dock at the other end of the valley—this is where you can equip Mechat upgrades, which you'll find in the quests that follow.

Rolling Barb 94

Level: 30 HP: 484 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Flawless Sapphire

Yellow Chiroptrident 193

Level: 32 HP: 684 MP: 0

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Zephyr Chocolate

Dulcet Katydid 46

Level: 30 HP: 338 MP: 0

Weak:	Fire
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Flawless Ruby

Chief Rolling Barb 95

Level: 33 HP: 592 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	HP Boost Elixir

Skillsucker 103

Level: 31 HP: 680 MP: 500

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Grand Emerald
Steal (Rare):	Body Builder's Elixir

Sandworm 249

Level: 35 HP: 1892 MP: 500

Weak:	-
Resists:	Earth, Light
Steal (Common):	Ancient Feather
Steal (Rare):	Zephyr Chocolate

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



DISC 3

Quest 2

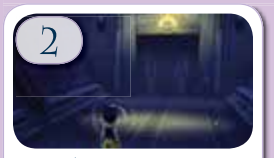
CLEARING THE BARRIERS

Now that you have your own Mechat, the entire world is open to you. You can head straight for the game's final area (Quest 3-4), but if you'd like to visit a half-dozen new areas, battle some optional bosses, and collect scores of rare treasures, you'll first want to pursue the many new side quests that are now available. While you're free to challenge these quests in any order, we suggest you begin by searching for the Black Device and clearing most of the game's remaining barriers.

Milestones



1 Lift the Colored Barriers



2 Fight for the Black Device



3 Explore the South Ice Field

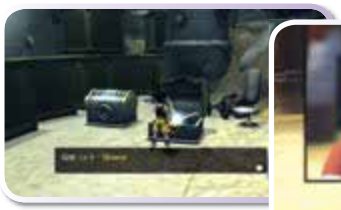


4 Infiltrate the Mecha Base

MILESTONE 1 LIFT THE COLORED BARRIERS

UNLOCK THE WHITE, RED, AND GREEN BARRIERS

If you haven't gone Barrier hunting in a while, now is the time to do it. Your White, Red, and Green Devices can unlock nearly 30 chests, and you'll be able to reach even more treasure when you get the Black Device from the Sea Cube. The White, Red, and Green treasures include most of the remaining "-us" series spells: Waterus and Groundus in the Jibral Castle basement, Windus in the Gul Mountains, Shellus, Slowus, and Trapfloorus in the Ancient Hospital, and Quickus and Zephyrus in Pachess Town. They also hold several key accessories, including the Ballet Shoes in the Ancient Factory and the Black Belt in Mural Town. You'll find a complete list of Barriers and their contents in the appendix section of this book.





There aren't any chests in Talta Village, but as long as you're touring the world, you should stop in and see how the town's recovery is going.

A VISIT TO THE WIRE HIGHLANDS

The top exits of both the Ancient Prison and Ancient Factory connect to the same small patch of land, known as the Wire Highlands. You can reach it via either area, or fly there with your Mechat (the highlands are just east of the Ancient Prison dot). On the overworld you'll face new Missile Moles and find a few chests, but the good stuff is all in the small area that surrounds the Ancient Factory elevator.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



There you'll find five chests, including ones that are wrapped in Green and Red Barriers. Make sure to examine each of the three rocks in the area—they hold 10 Medals apiece, for a total of 30!





Missile Mole 161

Level: 25 HP: 240 MP: 500

Weak:	-
Resists:	Earth
Steal (Common):	Ultra Medicine
Steal (Rare):	Flawless Amethyst

CHESTS
(Overworld)

- Cure-All
- Medals x 1
- Gorgo Elixir

CHESTS
(Highlands)

- Medals x 1
- Kerchief (behind)
- Bow Tie
- Crystal Bracelet
- Cross Trainers

THE EPISTLE OF THE KING GHOST



Poison Hydrattler 247

Level: 30 HP: 1176 MP: 500

Weak:	-
Resists:	Light, Dark
Steal (Common):	Ancient Fossil
Steal (Rare):	Grand Shadow Crystal

When you return to the cave in the Exile Forest, you'll find that the barrier chests are now guarded by a rare Poison Hydrattler. Get the jump on it so you can wipe out the Poison Mists with Mow Down attacks and Watera spells, and the Hydrattler should then go down with minimal resistance. The Red Barrier chest behind it holds the mysterious Epistle of the King Ghost, which seems to be the item they spoke of in the Forest Sheep Camp. Head back to the Forest of the Dead, and lift the Green Barrier on the east side of the map to reveal several item-filled acorns and a transformation box. Insert the Epistle of the King Ghost, and the box will spit out the Crown of the King Ghost, an accessory that offers across-the-board stat boosts and doubles the amount of gold you receive in each battle!







The Sea Cube

BARRIERS: x0 x0 x0 x0 x2

The Sea Cube is the ominous object hovering over the sea north of Jibral Castle. The area is important to several side quests—it holds a Mystery Part and a Mechat Part, but most importantly, it is the home of the Black Device. With that you can open the final nine barrier chests and clear the barriers in Nene's Mecha Robo Bases.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILESTONE 2 FIGHT FOR THE BLACK DEVICE

THE SEA CUBE - LEVEL 1



There are only a handful of enemies on the first floor, but their habit of ambushing unsuspecting travelers makes them hard to avoid. You'll spawn a Chain-Gang Ghost when you open treasure chest #2, and a pair of Armored Fish when you cross through the floor's central hub after claiming the key from chest #3. Once you have the key, you can use it to reach Level 2 from the warps on either side of this floor—both lead to the exact same place.

CHESTS

1. *Medals x 5*
2. *Mega Magical Medicine*
3. *Key to Layer One*



AQUA ROAMER 50

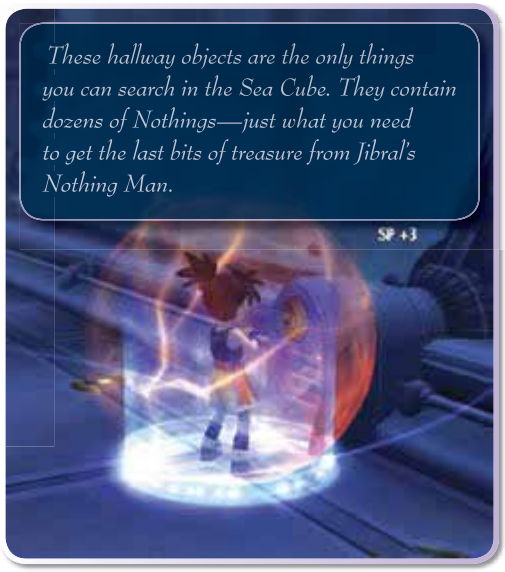
LEVEL: 34 HP: 208 MP: 500

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Grand Sapphire
Steal (Rare):	Radiant Flour

ARMORED FISH 30

LEVEL: 35 HP: 488 MP: 500

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Body Builder's Elixir



THE SEA CUBE - LEVEL 2

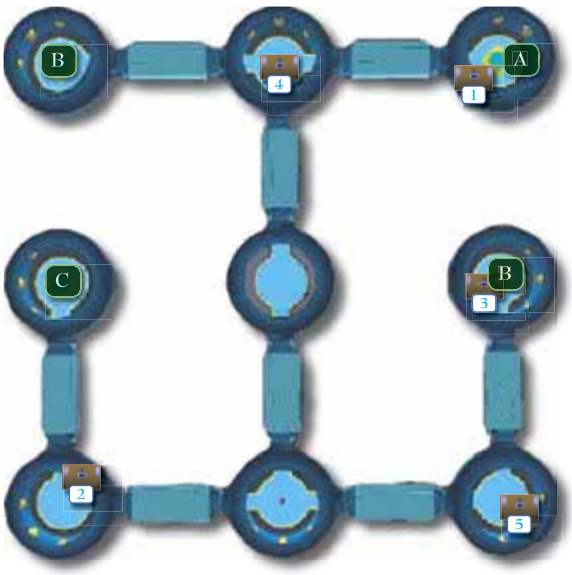
SECRETS OF THE KELOLON DEFENDERS

After arriving in the northeast corner of the map, proceed west to a three-way fork that's crawling with Kelolon Defenders. If you can slay them all before they flee, a chest will appear. This is true in every room where Kelolon Defenders appear, so prepare to act quickly whenever you see these foes! The two best ways to wipe them out are running into their midst and pulling all the Kelolon into one long continuous battle, or using your Field Barrier and bowling them all over. If any do escape, you'll have to leave the room and wait for them to return.

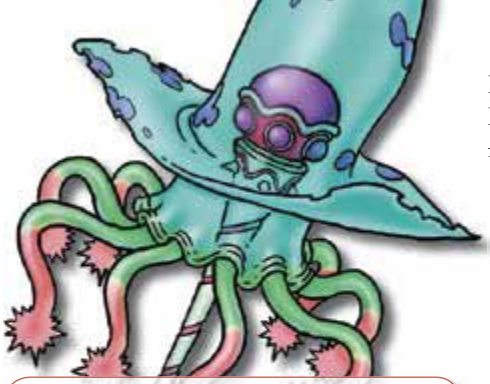


CHESTS

1. *Ancient Fossil*
2. *Cure-All*
3. *Tech-Crusher Bracelet*
4. *Phoenix Wing*
5. *Key to Layer Two*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



If you're looking to fill out your Monster Record, you'll need to challenge the Kelolon Defenders to a real fight at least once. Kill the normal Kelolon in the front row, then leave the Kelolon Defender alive long enough for it to take a turn. It will transform into a new Balloon Toad enemy, a powerful attacker that can dish out some pretty solid hits.





Jelly Jolt 21

Level: 35 HP: 152 MP: 750

Weak:	-
Resists:	Light
Steal (Common):	Grand Sapphire
Steal (Rare):	Flawless Sapphire



Coconut Crab Poo 15

Level: 31 HP: 284 MP: 100

Weak:	-
Resists:	Water, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	HP Boost Elixir



Balloon Toad 153

Level: 35 HP: 988 MP: 500

Weak:	Flare
Resists:	Water, Light
Steal (Common):	Ancient Feather
Steal (Rare):	Phoenix Wing

Cracking the Crystal Giant's Shell

Wipe out a second batch of Kelolon Defenders to reveal the key in Chest #5, then head to the southwest to reach the warp to Level 3. But proceed carefully in the room in the southwest corner, where opening the treasure chest will spawn a Chain-Gang Ghost behind you. You need that ghost to give you a fighting chance against the Crystal Giant who guards the door, so lure it close to the giant and snare both in your Encounter Circle. The ghost will help you chip away at the Crystal Giant's defenses, but it won't diminish the Crystal Giant's offensive capabilities—it can still unleash Earthquake attacks that will heavily damage your whole party.









Crystal Giant 230

Level: 39 HP: 2142 MP: 250

Weak:	-
Resists:	Fire, Water, Wind Earth, Light
Steal (Common):	Grand Sapphire
Steal (Rare):	HP Boost Elixir

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

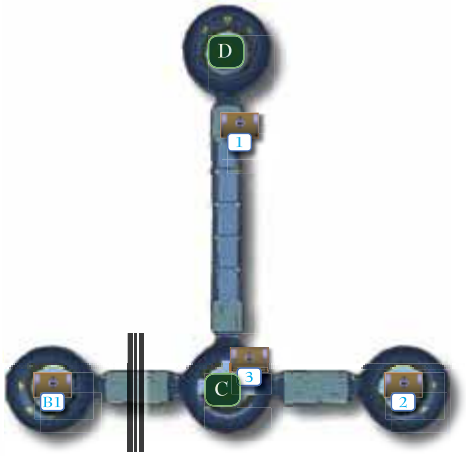
Into the Heart of the Sea Cube

After locating the warp on the straightforward Level 3, you'll arrive near Chest 1 of the much vaster Deepest Area. The key to the boss room is in the northeast corner of the map, but you should first hang a right and follow that hallway to its dead end, where Kelolon Defenders conceal the Lv 6 - Wallus spell. Not only is this your only chance to get a fantastic spell, it's the cornerstone of a good defense in this floor's boss fight.

CHESTS

1. Medals x 5
2. The Key to Layer 3
3. Grand Shadow Crystal
B1. Renew Bracelet

Level 3





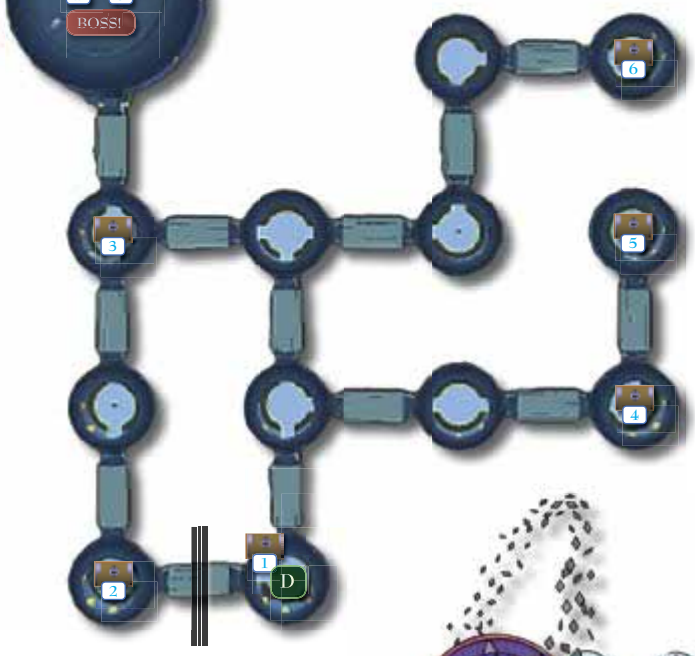


You'll face an army of Robber Clams and Wandering Reflections at the crossroads between the Deep Sea Key and the door to the boss. When in battle, ignore the clams and pick off the Wandering Reflections in the back. If left unchecked, their mastery of time will allow them to slow your heroes and speed up the clams, ensuring a long and painful fight. You don't get anything for clearing the room, so don't bother with unnecessary combat.

CHESTS

1. 1000 Gold
2. Infinity Ring
3. Ultra Magical Medicine
4. Medals x 15
5. Lv 6 - Wallus
6. Deep Sea Key
7. Laser Barrier Parts
8. Black Device
9. Mystery Part Deux
10. Infinity Earrings
11. Lv 6 - Shadowus

Deepest Area







Robber Clam 98

Level: 34 HP: 200 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Body Builder's Elixir



Wandering Reflection 204

Level: 33 HP: 224 MP: 750

Weak:	-
Resists:	Light
Steal (Common):	Grand Sapphire
Steal (Rare):	Body Builder's Elixir

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Chop Up the Azure Abyssal Dragon

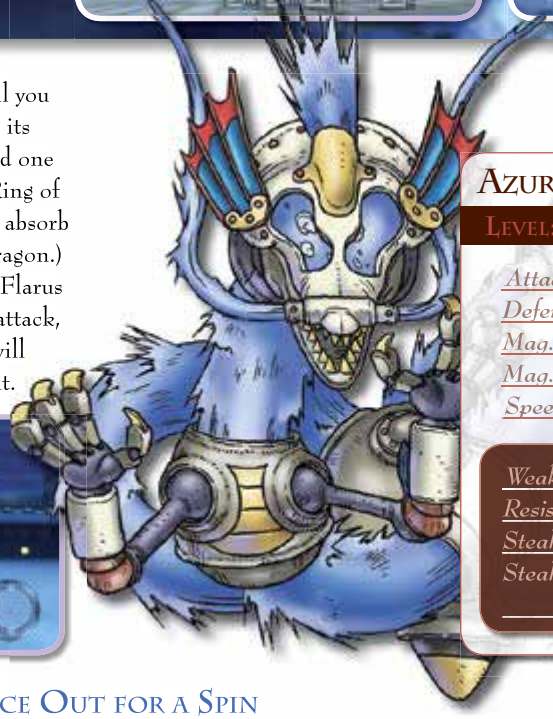
The Azure Abyssal Dragon puts up quite a fight. You must destroy its six different segments in head-to-tail order, so even Corporeal attacks can do no more than destroy 1/6 of the beast. The dragon varies its attacks based on which segment is currently in front—the head primarily use powerful physical strikes, the chest and belly mostly cast Watera spells, and the tail focuses on Water-type Mow Down attacks (the intermediate segments use a mix of attacks).





Your best defense is the Wallus spell you found earlier in the dungeon, since its barriers will negate one physical and one magical attack. (The Bellybutton Ring of Water will also allow a character to absorb much of the damage dealt by the dragon.) The best offense is Fire, especially Flarus spells. If you build up a Corporeal attack, save it for a new segment, since it will only damage the frontmost segment.





Azure Abyssal Dragon 268

Level: 30 HP: 6800 MP: 500

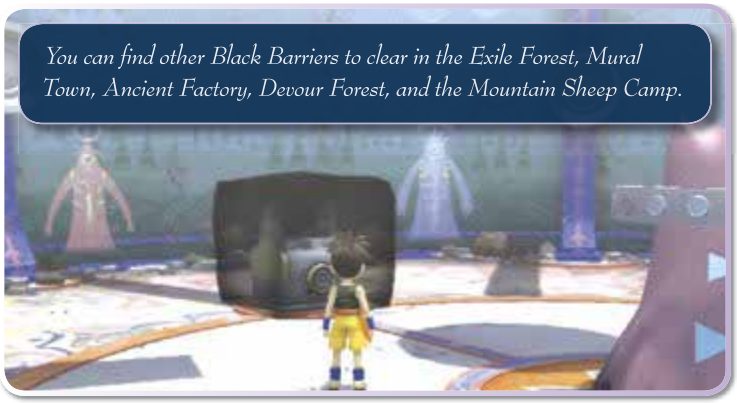
Attack:	230
Defense:	45
Mag. Attack:	100
Mag. Defense:	520
Speed:	0

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Magic Shoes
Steal (Rare):	Bellybutton Ring of Water

Take the Black Device Out for a Spin

After slaying the boss, you'll earn the Laser Barrier Parts and Black Device, as well as several other treasures in the room beyond. But the best treasure is yet to come. First, head south and return to the warp by erasing the black barrier on this floor—it's easy to go around it, but you must deactivate every barrier to earn the Barriers Unlocked achievement. On the third floor, deactivate the Barrier to the left of the warp and continue down the hall until you find the Sea Cube's final chest. It holds the Renew Bracelet, one of the game's best pieces of gear.





You can find other Black Barriers to clear in the Exile Forest, Mural Town, Ancient Factory, Devour Forest, and the Mountain Sheep Camp.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Mecha Base

BARRIERS: x1 x1 x0 x1 x2

The Mecha Base circles constantly in the southern half of the Giant Ice Field, spitting out an endless supply of Roball robots. There's no big prize at the end of this area, but there are plenty of significant treasures, including the game's final two spells, a Mechat part, exclusive accessories, and plenty of Nothings for collectors.



MILESTONE 3 EXPLORE THE SOUTH ICE FIELD

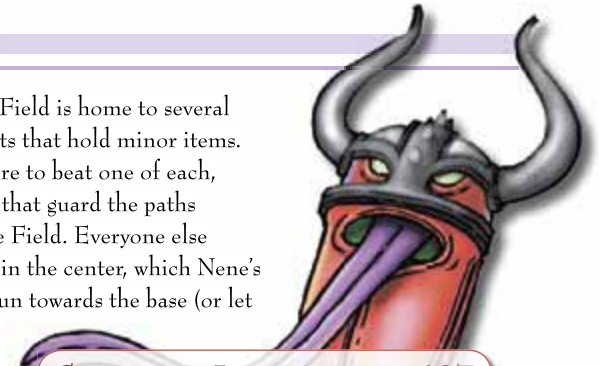
THE MECHA BASE REGION

CHESTS

- *Mega Invisibility Elixir*
- *Iridescent Wind*
- *Medals x 6*
- *Part of Eternal Engine*
- *Flawless Emerald*
- *Medals x 7*
- *Cure-All*
- *Flawless Sapphire*
- *Thorn Branch*
- *Part of Eternal Engine*

The southern half of the Giant Ice Field is home to several unique foes and many treasure chests that hold minor items. Monster Collectors should make sure to beat one of each, including the stationary Ice Giants that guard the paths connecting the two halves of the Ice Field. Everyone else should head straight for the groove in the center, which Nene's Mecha Base travels along. Simply run towards the base (or let it run into you) to get inside.





Gaudy Ghost 181

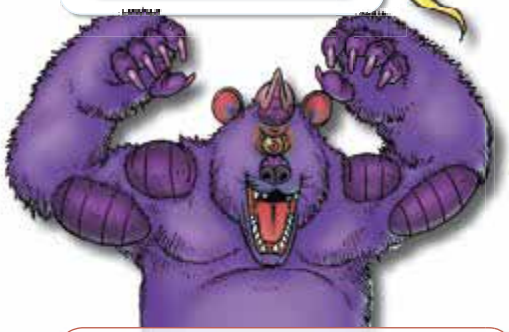
Level: 26 HP: 394 MP: 500

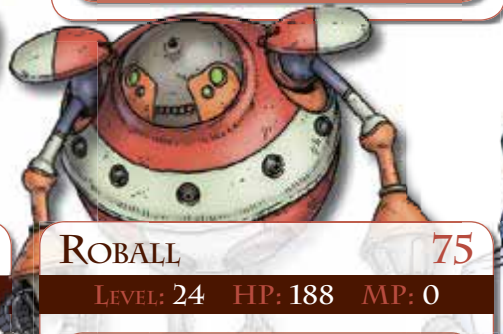
Weak:	Light
Resists:	Dark
Steal (Common):	Iridescent Cyclone
Steal (Rare):	Grand Shadow Crystal

Shocking Acornivore 107

Level: 26 HP: 316 MP: 500

Weak:	Fire, Dark
Resists:	Water, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Grand Light Crystal







Thunder Bear 208

Level: 28 HP: 736 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Prismatic Crystal

Roball 75

Level: 24 HP: 188 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Light Crystal
Steal (Rare):	Flawless Amethyst

Ice Giant 229

Level: 28 HP: 736 MP: 250

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Sapphire
Steal (Rare):	Support Magic Heart

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

EARNING THE 10+ MONSTER ACHIEVEMENT

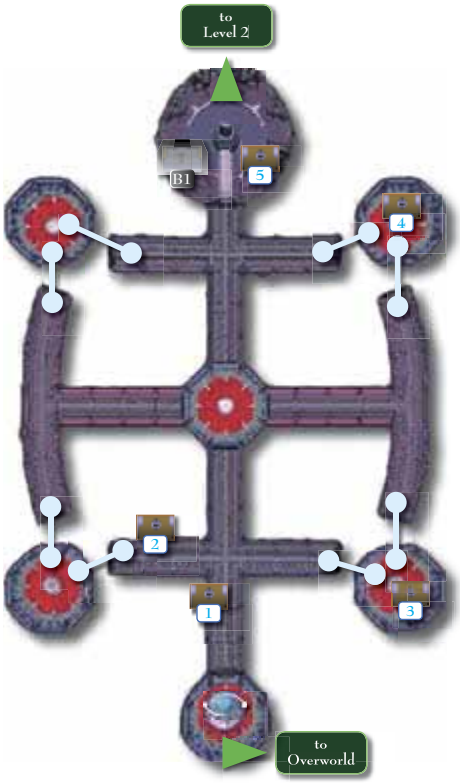
Earning the "10+ Monsters in an Encounter" achievement here is a cinch, if you know the trick. Stand on the snow inside of the Mecha Base's groove, fire up a Field Barrier, and stand perfectly still. Whenever the Mecha Base circles past you, it will drop off a bunch of Roballs. Some will charge at you (dying when they hit your Field Barrier), but others will simply line up a short distance away. After a few more Mecha Base passes, there should be a thick line of spectators—you can run right into their midst, fire up your Encounter Circle, and catch 10 with ease. You'll earn your achievement after you win the fight.





MILESTONE 4 INFILTRATE THE MECHA BASE

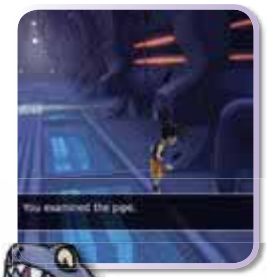
MECHA BASE - LEVEL 1



There aren't many enemies in the hallways of the Mecha Base, but you'll find packs of them in most of the corner rooms. Some guard treasures (all Medals on this floor), but the Grim Security Mecha Robos in the center room don't seem to be guarding anything at all. Kill them all anyway—those blue Mecha Robos are the key-holders of the Mecha Base, and you need to find and destroy them all to unlock certain rooms in each floor.



The elevator room has 7 alcoves where you'll find treasure chests (often wrapped in Black Barriers) or blue circles that can be searched for boosts and Nothings. Add those to the nothings you can find in the pipes in the hallway, and diligent searchers should be well on their way to the 1800 nothings necessary to claim the final prize from the Nothing Man.



CHESTS

1. Medals x 3
2. Medals x 7
3. Medals x 8
4. Medals x 5
5. Ballet Shoes

B1. Lv 6 - Magic Atk Up

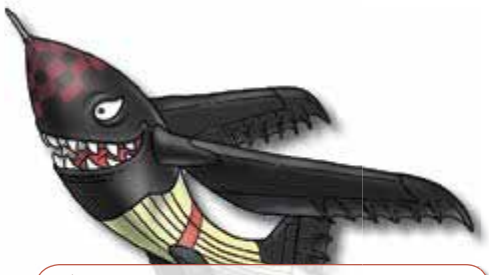
IRON POO SNAKE 3

LEVEL: 24 HP: 224 MP: 300

Weak:	Water
Resists:	Earth, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Phoenix Talon



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Sharkfly 24

Level: 32 HP: 304 MP: 0

Weak:	Water, Wind
Resists:	Earth, Light, Dark
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	Part of Eternal Engine



Grim Security Mecha Robo 171

Level: 33 HP: 400 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	Grand Shadow Crystal

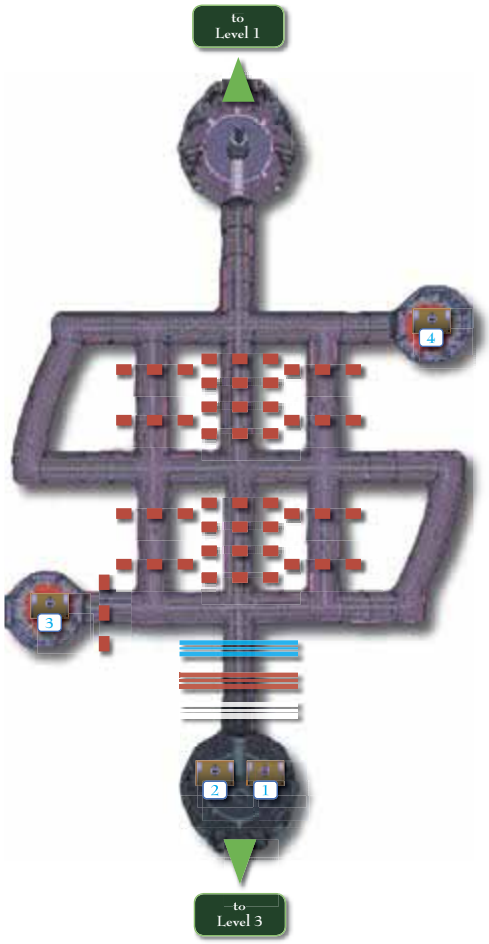


Bomber Mecha Crab 37

Level: 33 HP: 376 MP: 500

Weak:	Fire, Water
Resists:	Light, Dark
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	Radiant Flour

MECHA BASE - LEVEL 2





This floor reintroduces the floating security beams last seen in the Flying Fortress, and once again, Marumaro can slip beneath them with ease. (You can also avoid them by staying out of the hallways that run north to south, but then you won't be able to search their pipes.) Those who trip the beams will spawn a Black Double Axe, this floor's only new enemy.

CHESTS

1. *Ancient King's Necklace*
2. *Ancient King's Bracelet*
3. *Phoenix Wing*
4. *Lv 0 - Previve*

The Grim Mecha Robos are in the room with Chest #3, in the southwest corner of the map. Destroying them lifts the lock in the northeast room, where Chest #4 contains the final White Magic spell, Previve. Previve gives your characters a one-time auto-Revive effect that is exceptionally useful against bosses—don't miss this chest!



You can find other Black Barriers to clear in the Exile Forest, Mural Town, Ancient Factory, Devour Forest, and the Mountain Sheep Camp.



Black Double Axe 218

Level: 38 HP: 1248 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	HP Boost Elixir

MECHA BASE - LEVEL 3

The only new enemy in the third floor is the Spellcaster mini-boss that attacks in the central room. It can't survive your physical attacks for long, but it can do some damage with its Watera spells if you don't protect your party with Reflect or Walla/Wallus barriers. The Grim Security Mecha Robos are in the northwest room this time, and their defeat will release the security lock on the elevator room.



Search all the slits in the pipes of the mini-boss room, and you'll uncover a treasure trove of Nothings!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

CHESTS

1. Medals x 5
2. Grand Shadow Crystal
3. Medals x 3
4. Medals x 5
5. Brawler Elixir
6. Ancient King's Earring
7. Gravitic Earring

B1. Belt of Hermes
B2. Eternity Bracelet





SPELLCASTER 223

LEVEL: 36 HP: 2768 MP: 1000

Weak:	-
Resists:	Light
Steal (Common):	Grand Ruby
Steal (Rare):	HP Boost Elixir

MECHA BASE - LEVELS 4 AND 5

The fourth floor is simple and straightforward, with no challenges greater than the pair of Black Double Axes that guards chests 2 and 3. Clearing the Grim Security Robos in the next room will unlock the elevator, allowing you to rise to the small top floor where the Mecha Base boss awaits.

The Gold Scything Skull-Spider rarely messes around with dealing damage. While its Wrist Chopper move will hurt everyone, its more common Ear Chopper attack will simply kill a character outright. If you leave your dead characters alone, the spider may resurrect them as zombies, but there's no reason to do that—you should heal your dead immediately, or use your new Previve spell to prevent their deaths entirely. If you have a hero with the Guardian's Total Guard skill, he or she will leap in front of all the killing blows. If you can cast Previve on that character every turn, you'll have a nearly impregnable defense. The prize the boss guards is the Renew Ring, as well as a room full of Nothings.

After defeating the boss of the Mecha Base, pay a visit to the Bodyguard's Office in Jibral Castle. They'll reward your achievement with 20 medals.



GOLD SCYTHING SKULL-SPIDER 274

LEVEL: 26 HP: 6800 MP: 5000

Attack:	210
Defense:	60
Mag. Attack:	100
Mag. Defense:	500
Speed:	37

Weak:	-
Resists:	Fire, Water, Wind, Earth, Light, Dark
Steal (Common):	Magic Shoes
Steal (Rare):	Ballet Shoes

LEVEL 4



CHESTS

1. Medals x 7
2. Medals x 4
3. Prismatic Cyclone Bracelet
4. Medals x 9
5. Missile Upgrade Part A
6. Gravitic Bracelet
7. Renew Ring

LEVEL 5



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



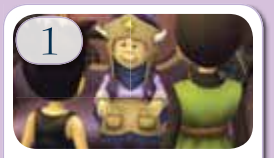
DISC 3

Quest 3

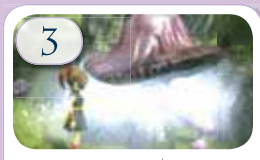
COLLECTING THE MECHAT PARTS

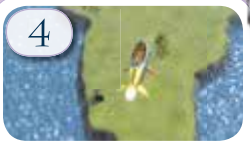
There are a few new Mechat shooting levels ahead, and you'll want to prepare yourself by upgrading your Mechat with the spare parts that have been scattered throughout the planet. Along the way you'll battle a few bosses, lower a few more barriers, and find lots of exclusive new treasures.

Milestones

1. 
Learn Kelaso Village's Secret

2. 
Save Toripo from the Stonesaurus

3. 
Hunt for Forest Ruin Treasures

4. 
Explore the Deserted Islands

5. 
Raid the Upper Mecha Base

ACROSS THE ICY SEA

Hidden dungeons are to be expected, but an entire hidden village? You'll find one if you fly to the yellow cross roughly north of Baroy Town and the Laser Field. Before you head inside to Kelaso Village, explore the surrounding area to find a Bow Tie (which requires landing on an isolated ledge to the west) and a Part of Eternal Engine. Make sure to bring down a Phantom Pelican and an Albino Mammoth, as these rare foes can be found nowhere else in the game.



CHESTS

Bow Tie
Part of Eternal Engine





Albino Mammoth 238

Level: 38 HP: 1248 MP: 500

Weak:	Fire
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Phoenix Wing

Phantom Pelican 118

Level: 32 HP: 392 MP: 500

Weak:	Light
Resists:	Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Part of Eternal Engine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Kelaso Village

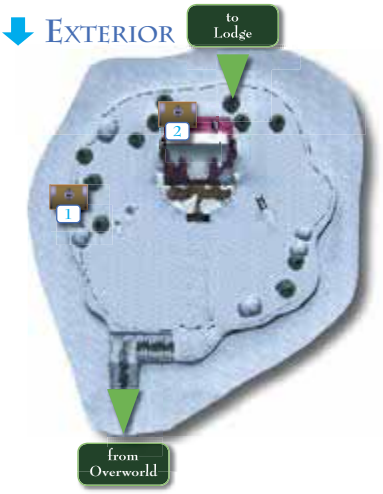
BARRIERS: x0 x0 x0 x0 x1



The mysterious village of Kelaso is not what it seems to be. The log cabin on the surface is just a front—the real village is underground, where you'll find the oddly dressed residents forever in the midst of a 10,000-year festival.



Exterior



Lodge



Interior



CHESTS

1. Mega MP Up Elixir
2. Kelolon Necklace
3. Ghost-Crusher Bracelet
4. Coating Part B
5. Eternal Engine Necklace

MILESTONE 1 LEARN KELASO VILLAGE'S SECRET

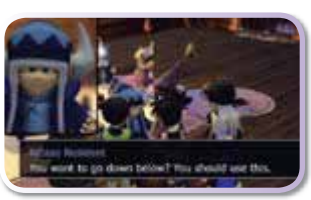
From the surface, Kelaso Village seems to consist of one large building without any apparent door. Search the area for some great treasures (a Mega MP Up Elixir and Kelolon Necklace), kick some nothings out of the rocks, then head back downstairs and circle around the village. You'll find the real entrance in the back.

Search the rows of flowers and pumpkins before entering the Lodge area, where the strange-but-friendly residents will challenge you to find a way into the town proper. Examine the gated fireplace, then talk to everyone until you find someone who will hand over the Fireplace Key. Use that to reach the ladder into the true Kelaso Village.









CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Goods & Services

INN

Overnight Stay	30G

ITEM SHOP

Medicine	30G
Mega Medicine	100G
Ultra Medicine	500G
Magical Medicine	250G
Mega Magical Medicine	500G
Ultra Magical Medicine	800G
Light Crystal	500G
Grand Light Crystal	800G
Shadow Crystal	450G
Grand Shadow Crystal	1000G
Phoenix Talon	100G
Antidote	25G
Deodorant	20G
Mobility Balm	20G
Steadiness Salve	20G
Princess' Kiss	20G
Stone-Be-Gone	30G
Mental Surge	200G
No-Ghost Device	250G
Fresh Garlic	80G
Stout Garlic	300G
Kelolon Elixir	350G

ACCESSORY SHOP

Eternal Engine Ring	7900G
Eternal Engine Necklace	9000G

MANY PROSPECTS FOR MARUMARO

As you walk the perimeter of the village, Marumaro will be harassed by many young ladies who are desperate to be his bride. Eventually, one will chase him into one of the houses, where you'll find a strange old woman named Feenu sitting on a sofa. Ask her about the town's love of headgear, and she'll disappear in mid-sentence. When you find her on a sofa in the upper floor, she'll repeat her strange behavior. But don't get discouraged; if you keep chasing her from sofa to sofa she'll eventually complete her tale, and Zola will take action to save Marumaro from the town's many interested ladies.

SPELL SHOP

White Lv 4/Cure Paralysis	3100G
White Lv 4/Zephyra	3300G
White Lv 4/Shina	2900G
White Lv 5/Healus	4350G
White Lv 5/Regenera	4250G
White Lv 5/Erase	4050G
Back Lv 4/Grounda	3100G
Black Lv 4/Extracta	3300G
Black Lv 4/Shadowa	2850G
Black Lv 5/Flarus	4300G
Black Lv 5/Windus	3800G
Black Lv 5/Waterus	3950G
Power Lv 4/Quicka	3250G
Power Lv 4/Kelolon	3450G
Power Lv 4/Attack Up	3050G
Power Lv 5/Slowus	4100G
Power Lv 5/Paralyze	4300G
Power Lv 5/HP Max	4200G
Barrier Lv 4/Trapfloora	2800G
Barrier Lv 4/Resista	3150G
Barrier Lv 4/Walla	3250G
Barrier Lv 5/Shieldus	4200G
Barrier Lv 5/Shellus	4250G
Barrier Lv 5/Reflectus	4400G



RARE TREASURES IN KELASO VILLAGE

In the east side of town you'll find a Black Barrier that you can deactivate if you've taken the Black Device from the Sea Cube. Behind it you'll find a Mechat part and a rare Eternal Engine Necklace. The town's other treasures include the undead-slaying Ghost-Crusher Bracelet, and the level-5 spells available at the shop for those who missed them previously.



LOCATION



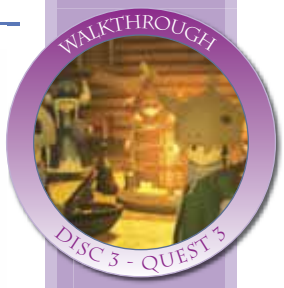
The Aurora Ruins

BARRIERS: x0 x0 x0 x0 x0

Toripo has been searching tirelessly for the Aurora Ruins, and with your help, he has finally found them. He's run into trouble again, but if you help him out, he'll thank you with a new Mechat Part. You'll find him due west of Kelaso Village.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

MILESTONE 2 SAVE TORIPO FROM THE STONESAURUS

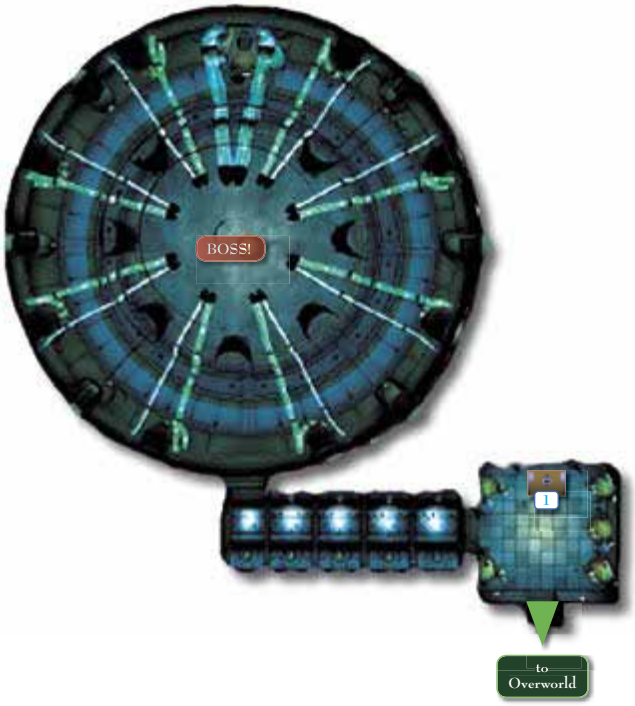


BLOW AWAY THE STONESAURUS

The Aurora Ruins is a tiny area, and you won't have to search hard to find Toripo and the powerful boss that guards him. This one is tough, so make sure you're ready for it—your healers should be wearing Ribbons or Ballet Shoes, your Barrier and Support Magic users should have Belts of Hermes, and someone should have the Water and Wind Bellybutton Rings. Everyone who has the Endure or Resurrection skills should have them equipped.

CHESTS

1. Kelolon Necklace



The Stonesaurus has a variety of breath attacks that can either sweep your party for heavy damage or cause nasty status conditions (or both). You can head off the Stonesaurus's deadly petrifying breath by having your Barrier Magic user cast Resistus at the start of the fight, before moving on to cast Shellus and Shieldus in his or her subsequent turns. Your Sword Masters should get all the attack boosts your Support Magic users can offer, because Windus Sword attacks to the Stonesaurus's head are the quickest way to win this fight.







STONESAURUS 262

LEVEL: 36 HP: 10000 MP: 0

Attack:	200
Defense:	85
Mag. Attack:	10
Mag. Defense:	750
Speed:	7

Weak:	Wind
Resists:	Fire, Water, Earth, Light, Dark
Steal (Common):	Flawless Amethyst
Steal (Rare):	Black Magic Heart

A GRATEFUL TORIPO SETS UP SHOP

Toripo will reward you with Lock-On Upgrade Part A, but the "great deal" he promised won't ever actually materialize. At least Toripo has finally found a permanent home for his shop—you'll be able to find him here until the end of the game. If you're hungry for more rewards, search all of the pipes in the Aurora Ruins machines to turn up a bunch of nothings. There are three search spots in each of the yellow egg-shaped containers.

Speaking of Toripo, if you return to Noluta Village you'll receive an appropriate reward for handing over that Aurora Droplet. An aurora downpour has dropped nine more droplets in the town square, and this time they're yours to keep.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

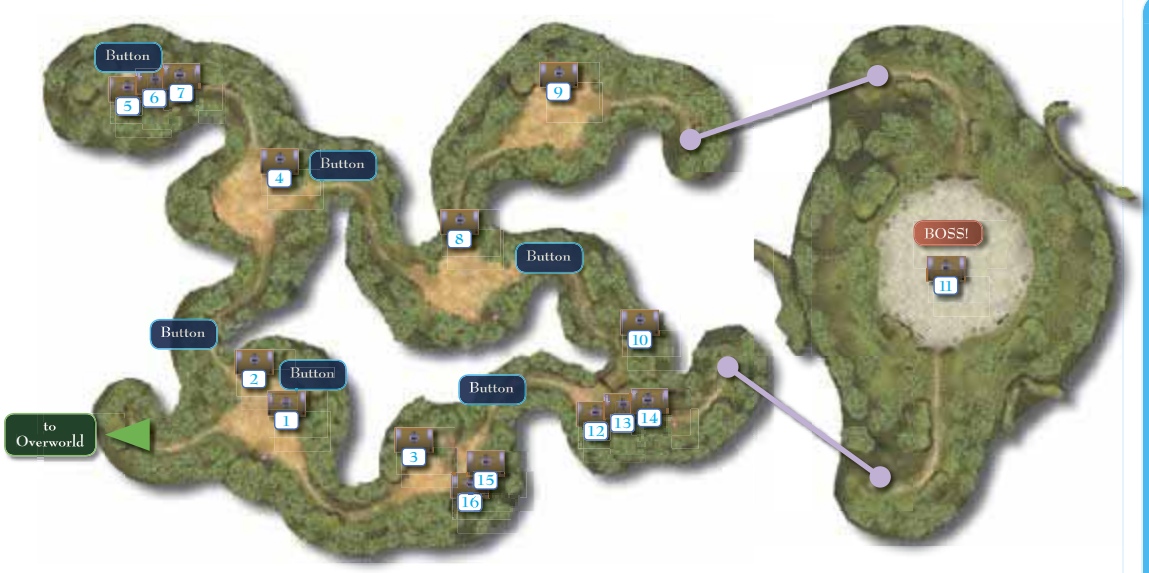


Ancient Ruins - Forest

BARRIERS: x0 x0 x0 x0 x0

This thickly forested area is home to ten new enemies and a variety of rare treasures, including the Mechat Weapon Parts and a Black Belt. But the greatest gift is the opportunity to settle matters for once and for all with an old nemesis.





CHESTS

1. Prismatic Crystal
2. Medal x 1
3. Shadowstep Shoes
4. Iridescent Wind
5. Magic Elixir
6. Gravitic Necklace
7. 10,000 Gold
8. Black Belt
9. Flawless Sapphire
10. Ancient King's Ring
11. Weapon Parts
12. Iridescent Cyclone
13. Magic Life-Crusher Bracelet
14. Medals x 50
15. Flawless Amethyst
16. Part of Eternal Engine

MILESTONE 3 HUNT FOR FOREST RUIN TREASURES

SEVEN BUTTONS TO UNLOCK THE CHEST

Chest #6 is locked up tight, and will only open when the buttons on seven machines scattered throughout the forest have been pushed. (Keep an eye out for the orange stripe that separates the button machines from the rest of the scattered forest debris.) When all seven have been pressed, the chest will open to reveal a Gravitic Necklace that offers strong defensive stats and boosts its wearer's HP and MP as well.

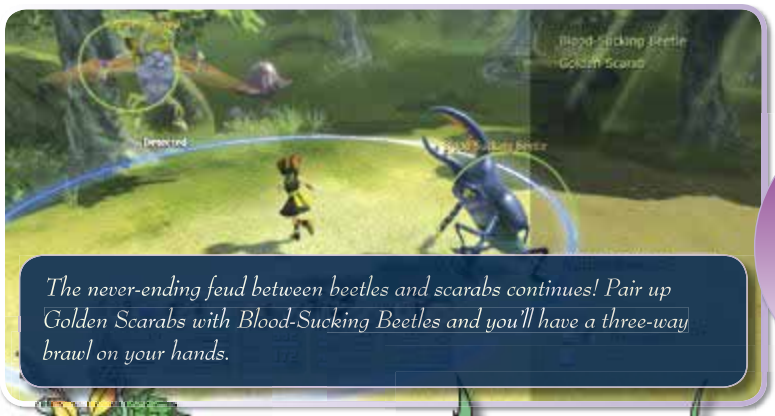
Chest #8 and the path beyond it are guarded by a Gorgon Hydrattler that will attempt to petrify your characters. You can head this move off with the Resistus spell, but it's easier to simply lunge at the sluggish Hydrattler on the field, then tear through its 1280 HP before it can score more than a hit or two. The prize it guards is another SP-doubling Black Belt.



Most of the giant mushrooms will completely refill the entire party's HP and MP!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The never-ending feud between beetles and scarabs continues! Pair up Golden Scarabs with Blood-Sucking Beetles and you'll have a three-way brawl on your hands.



Gorgon Hydrattler 248

Level: 40 HP: 1280 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Sword Master Heart

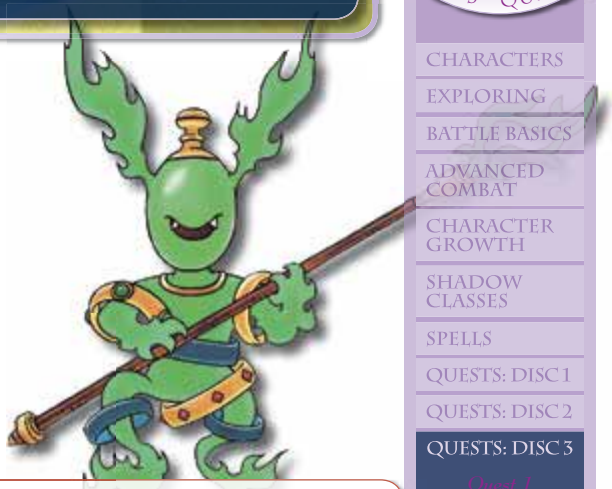




Masked Skimmer 111

Level: 35 HP: 152 MP: 600

Weak:	Fire, Wind
Resists:	Earth, Light
Steal (Common):	Ultra Medicine
Steal (Rare):	Repeater Weed



Blood-Sucking Beetle 89

Level: 36 HP: 488 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Grand Light Crystal





Soyo-Soyo 131

Level: 37 HP: 208 MP: 500

Weak:	Earth
Resists:	Wind, Light
Steal (Common):	Grand Emerald
Steal (Rare):	Flawless Emerald

Howling Leopard 228

Level: 40 HP: 750 MP: 500

Weak:	-
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Black Magic Heart



Golden Scarab 91

Level: 36 HP: 384 MP: 0

Weak:	-
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Grand Shadow Crystal





Zebrao Poo Snake 9

Level: 35 HP: 152 MP: 500

Weak:	Water
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Radiant Flour

Fire Archer 197

Level: 34 HP: 168 MP: 500

Weak:	Light
Resists:	Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Body Builder's Elixir

Braineater 101

Level: 38 HP: 384 MP: 500

Weak:	Wind
Resists:	Earth, Light
Steal (Common):	Grand Emerald
Steal (Rare):	HP Boost Elixir

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DESTROY THE LAND SHARK'S FINAL FORM

The Land Shark has continued to evolve since your last encounter, and it now stands fully upright and boasts a new arsenal of attacks. While it's still capable of overheating, it pretty much has that problem licked—unless it uses a ton of heat-generating moves itself, that isn't going to happen. Rather than trying to push it towards overheating with Fire-type attacks that it's half immune to, exploit its weakness to Water with Waterus Sword attacks and have your magic users strike it with powerful Shadowus spells.

One of the Land Shark's nasty new tricks is the Ultrasound move, which can hit your entire party with confusion effects. As always, your healers should be protected with accessories like Ballet Shoes and Ribbons so they can immediately Cure-All the party if anything goes wrong.

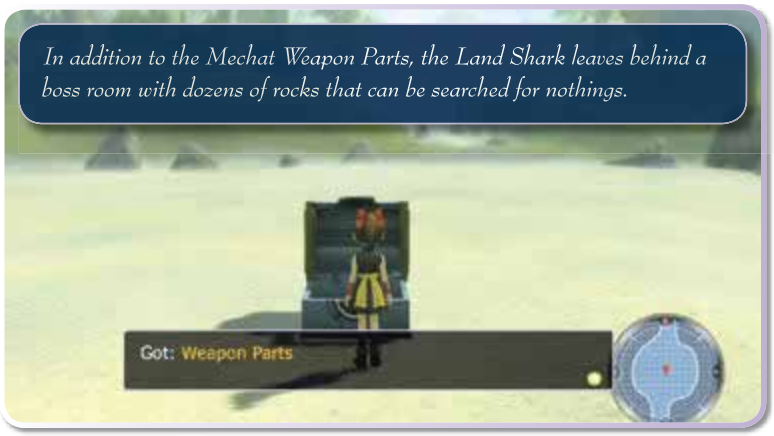


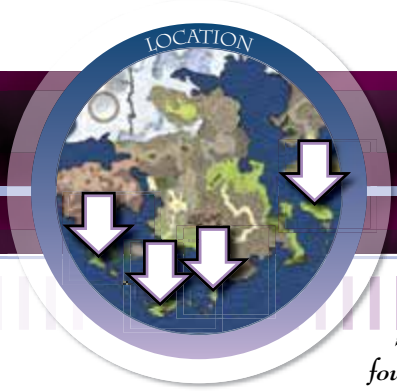
LAND SHARK C 278

LEVEL: 33 HP: 5100 MP: 750

Attack:	160
Defense:	40
Mag. Attack:	10
Mag. Defense:	250
Speed:	0

Weak:	Water
Resists:	Fire, Earth, Light
Steal (Common):	Part of Eternal Engine
Steal (Rare):	Bellybutton Ring of Wind





The Deserted Islands

BARRIERS: x0 x0 x0 x0 x0

In the southern sea you'll find four small islands that can only be reached by Mechat. They host exclusive enemies and rare treasures, including a Mechat Part and a Mystery Part you'll need to complete your collections. There's also a boss to battle and an achievement to earn!



MILESTONE 4 EXPLORE THE DESERTED ISLANDS

WESTERN DESERTED ISLAND

The tiny western island lies just east of the wetlands where you found the entrance to the Undersea Caverns. The big treasure on this island is the Mystery Part Trois (only one more to go!) but those seeking the Monster Record achievement will be interested in this area's two exclusive enemies as well. You may need to spend some time dodging Sea-Temple Turtles before the rare Thief Clam will appear.

CHESTS

Grand Shadow Crystal
Mystery Part Trois

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Sea-Temple Turtle 148

Level: 30 HP: 472 MP: 500

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Mega Invisibility Elixir

Thief Clam 99

Level: 31 HP: 472 MP: 500

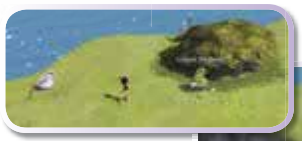
Weak:	-
Resists:	Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Phoenix Wing

SOUTHWESTERN DESERTED ISLAND

Follow the archipelagos eastward, where you'll find a much larger island that is crawling with Poo Snakes. Most are of species you've seen before, but every now and then a phenomenally rare Platinum Poo Snake will pop out to give monster hunters a chance to fill in an empty encyclopedia slot. The best way to catch a Platinum Poo Snake is to avoid combat entirely, and simply circle the island until it pops out.

CHESTS

Sun Necklace







The Platinum Poo Snake isn't the only rare enemy here. If you challenge a normal Poo Snake, you'll probably find a Dark Poo Snake in the mix.



Platinum Poo Snake 5

Level: 38 HP: 992 MP: 500

Weak:	Water
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Phoenix Wing



Dark Poo Snake 10

Level: 36 HP: 168 MP: 1000

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Ancient Feather
Steal (Rare):	Cure-All

WALKTHROUGH
DISC 3 - QUEST 3
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SOUTHERN DESERTED ISLAND

At the eastern end of the archipelagos you'll find the Southern Deserted Island, which is home to only a single foe: The Golden Poo Snake. You get only one chance to fight it, and the snake will often attempt to flee on its first turn. If you can hit it from behind you should have plenty of time to kill it before it can get away, but you can pretty much guarantee a victory by equipping one character with both the Shoes of Hermes and the Poo Bracelet. (If the snake does manage to flee, save the game and reload to make it reappear.) Beating the Golden Poo Snake is the easiest 30-point achievement Blue Dragon has to offer!







GOLDEN POO SNAKE 6

LEVEL: 40 HP: 1408 MP: 500

Weak:	Water
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	Guardian Heart

CHESTS

Kelolon Necklace

EASTERN DESERTED ISLAND

The Eastern Deserted Island isn't part of the same archipelagos as the other three, but is on its own little island chain that extends northeast from Alumaru Village. It's home to several unique monsters, but the real treasure is a Mechat Part that will prevent your Mechat machine gun from ever overheating. But getting it won't be easy—make sure to save your game and give your key characters accessories that will protect them from status conditions before you approach the Ghost Yeet that guards the silver chest.

CHESTS

Medals x 30

Heatsink Parts



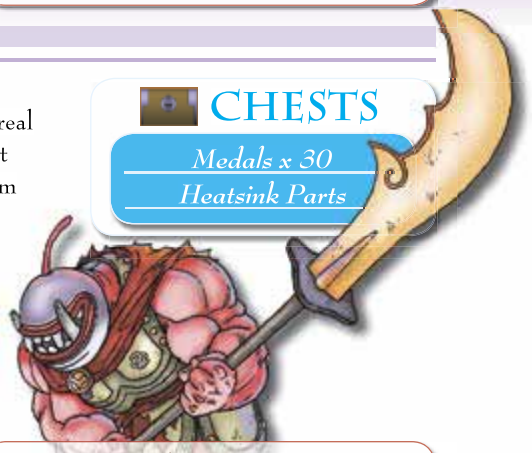




LAZY SPINE GHOST 182

LEVEL: 36 HP: 864 MP: 0

Weak:	Light
Resists:	Dark
Steal (Common):	Iridescent Cyclone
Steal (Rare):	Ultra Magical Medicine



POLEAXE GHOST 236

LEVEL: 36 HP: 1336 MP: 0

Weak:	Water, Light
Resists:	Fire, Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Cure-All

EASTERN DESERTED ISLAND

On turn one of the Ghost Yeet fight, have your Barrier Magic user cast Resistus on everyone to prevent Ghost Yeet's devastating petrification and instant-KO attacks. That will help a lot, but the Ghost Yeet can still dish out poison and powerful physical attacks, so you may want to cast Resist and Shieldus as well. On offense, use any Water-type spell or attack to dispel the Ghost Yeet's Boost Fire Barrier, then go wild with Flarus spells and Flarus Sword attacks until the Ghost Yeet casts Boost Fire again.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Ghost Yeet 272

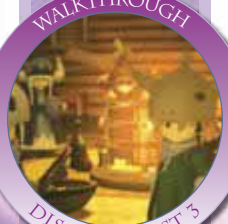
Level: 36 **HP:** 13000 **MP:** 0

Attack:	170
Defense:	60
Mag. Attack:	10
Mag. Defense:	210
Speed:	0

Weak:	Light
Resists:	Water, Wind, Earth, Dark
Steal (Common):	Stone Shoes
Steal (Rare):	Ribbon

The Ghost Yeet's rare item is the incredible Ribbon, which boosts its wearer's HP and MP and provides protection against all elements and status conditions. Since the Ghost Yeet respawns whenever you save and reload, you can fight it repeatedly, and, with the help of Treasure Hunt, steal Ribbons for everyone.





CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

MILESTONE 5 RAID THE UPPER MECHA BASE

UPGRADE YOUR SHIP AT THE MECHAT DOCK

Before attempting the Upper Mecha Base, pay a visit to the Mechat Dock to enhance your Mechat with all the parts you've collected so far. At this point, you should have them all except for Coating Part A, which is found in the Upper Mecha Base itself. If you're missing any, you can find a list of their locations below. When your Mechat is ready, save your game and set a course for the ocean southeast of the Forest of the Dead.

- *Lock-On Upgrade Part A (Gift from Toripo at Aurora Ruins)*
- *Lock-On Upgrade Part B (Found in Exile Forest*)*
- *Missile Upgrade Part A (Found in Mecha Base 4F)*
- *Missile Upgrade Part B (Found in Mountain Sheep Camp*)*
- *Coating Part A (Found in Upper Mecha Base 4F)*
- *Coating Part B (Found in Kelaso Village*)*
- *Laser Barrier Parts (Found in Sea Cube Deepest Area)*
- *Heatsink Parts (Found in Eastern Deserted Island)*
- *Weapon Parts (Found in Ancient Forest - Ruins)*

**Black Device required*







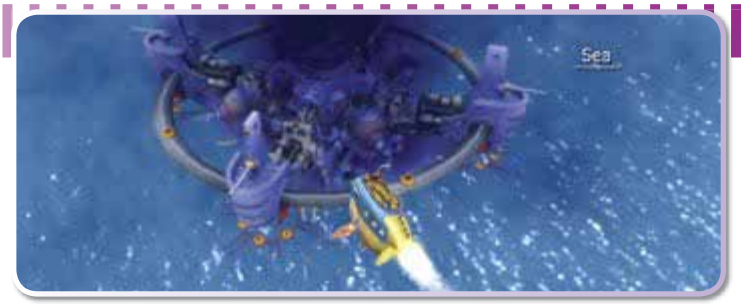
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Upper Mecha Base

BARRIERS: x2 x1 x0 x2 x1

The Upper Mecha Base is the southernmost gold cross on your map, and arguably the hardest of the optional dungeons. Inside you'll find more rare accessories (including another Lei), another Mechat part, and one of the final Mystery Parts. But before you can get inside, you'll need to destroy the base's defenses in a chaotic Mechat battle.





STRAFING THE MECHA BASE

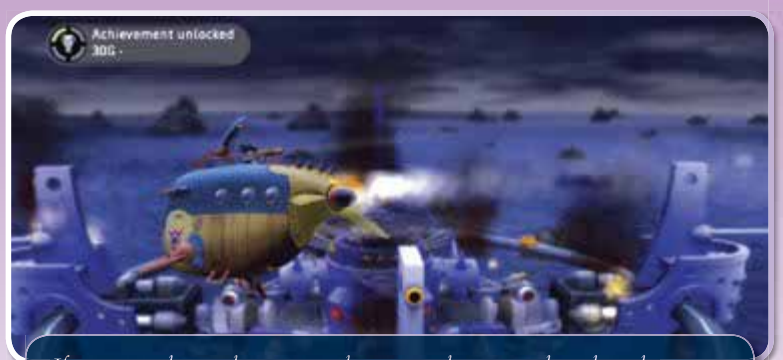


When the Mechat shooting stage begins, you may be overwhelmed by the chaos. But this one isn't as tough as it seems—the many machine guns that surround the base are only for show, and can never actually hit you. All you really need to worry about are the glowing pink missile pods—lock on to them with a pair of rockets, then turn to the left so you'll be in place to destroy the missiles they fire at you. (There are missile pods on both the left and right sides of the base's turrets, but all missiles will come at you from the left.)

The first phase will end when the final missile pod is destroyed, but achievement hunters will want to destroy all the machine guns first. It's hard to tell which machine guns are still active, since the destroyed ones stop smoking after a while. Sweep the bottom of the base with your crosshairs while holding B to search for targets you can lock onto, and keep an eye out for any that are still capable of firing. To earn the achievement, you need to destroy every single gun—how much damage you take is completely irrelevant. There is no need to reset if you get tagged by a missile or two.

In the second phase, your goal is to destroy the tower at the top of the base, but to do so safely (and earn the achievement), you'll want to first destroy its defenses, which include energy pods that fire powerful laser blasts. You can block up to five laser blasts with the Laser Barrier Parts you found in the Sea Cube, but if you use both missiles and your machine gun you can easily destroy them before they fire. To earn the achievement, make sure to destroy all the machine guns at the base of the tower and the tips of the outer turrets before you set your sights on the tower itself. The missile pods behind the energy pods should be destroyed as a defensive measure, but they regenerate over time and cannot be permanently stopped. They will not affect the achievement.

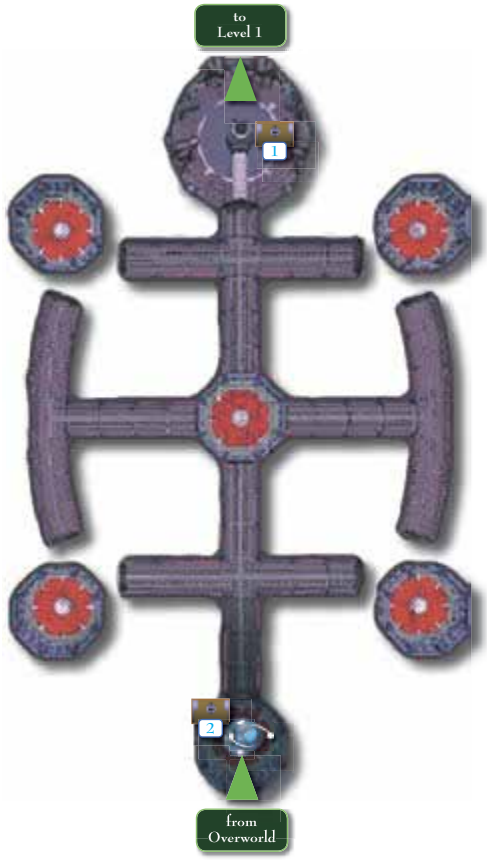




If you missed a machine gun and want to take a second crack at the achievement, just exit the Upper Mecha Base and challenge it again. You can attempt this one as many times as you like.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

UPPER MECHA BASE - LEVEL 1



The Upper Mecha Base borrows much of the lower Mecha Base's structure, but is populated by an entirely different batch of guardians. The oddball in the bunch is the Squinting Cyborg, who appears in battle alongside a pack of Rolling Rippers and uses techniques to transform them into more powerful Chief Rolling Rippers and Chief Rolling Barbs. Wipe it out first, or use a spell like Waterus to sweep away the Rolling Rippers before they can get their boost.

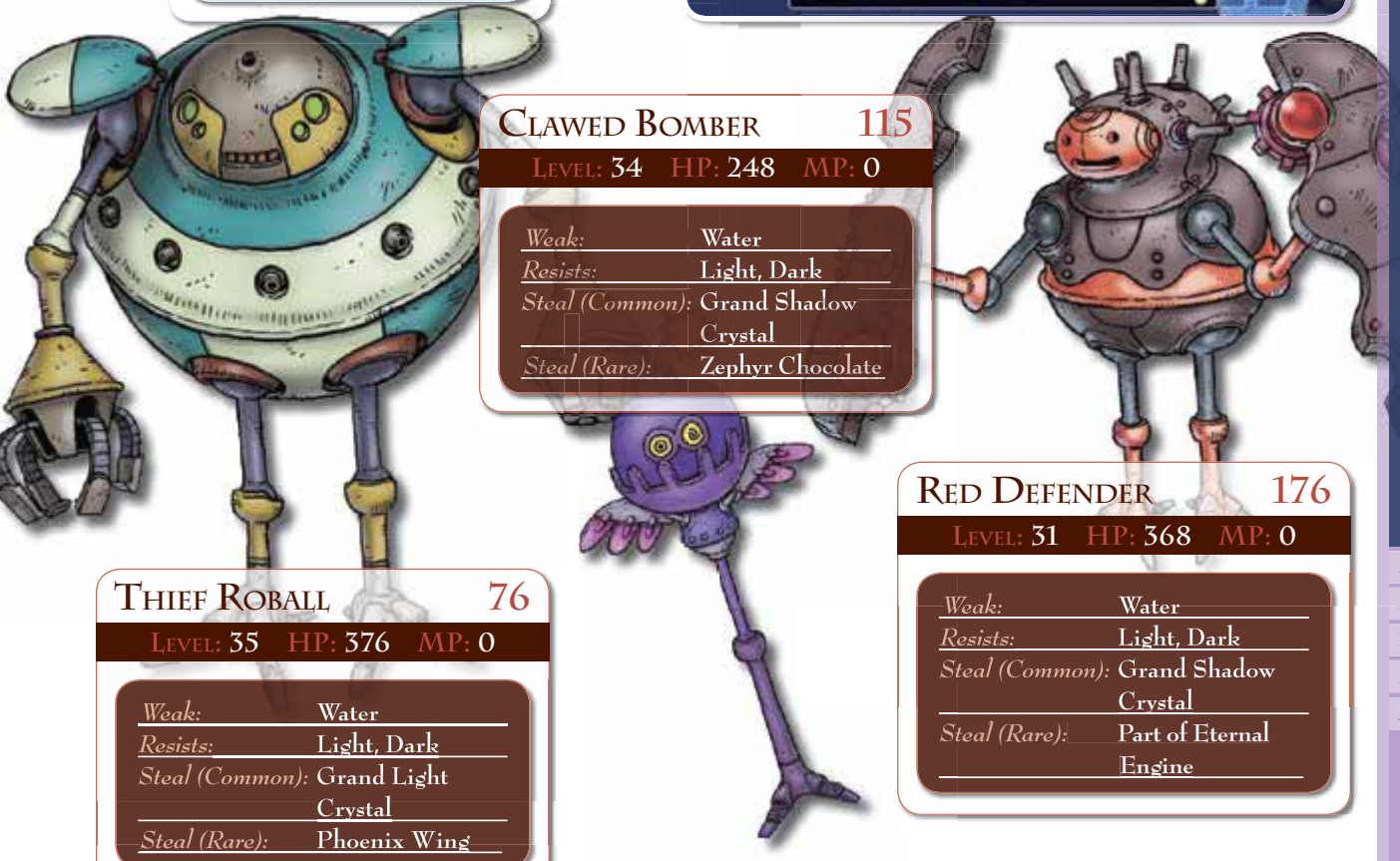


This floor is the only one in the installation to feature a security lock like the one in the lower Mecha Base. To flip it, you'll need to wipe out every foe in each of the five round rooms. That will release the lock on the elevator room, where you'll find Mystery Part Gamma, which the Mad Chief Researcher has been waiting for since disc 2.



CHESTS

2. Grand Shadow Crystal
1. Mystery Part Gamma



Clawed Bomber 115

Level: 34 HP: 248 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	Zephyr Chocolate

Red Defender 176

Level: 31 HP: 368 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	Part of Eternal Engine

Thief Roball 76

Level: 35 HP: 376 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	Phoenix Wing

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

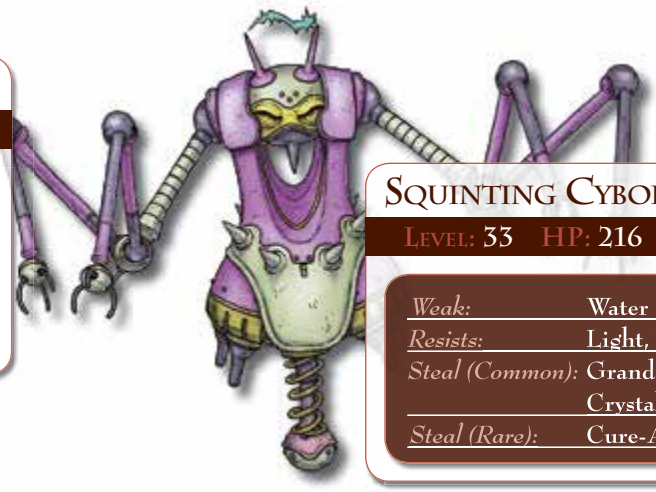
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Sonic Sharkfly 25

Level: 34 HP: 200 MP: 500

Weak:	Water, Wind
Resists:	Light, Dark
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	Cure-All

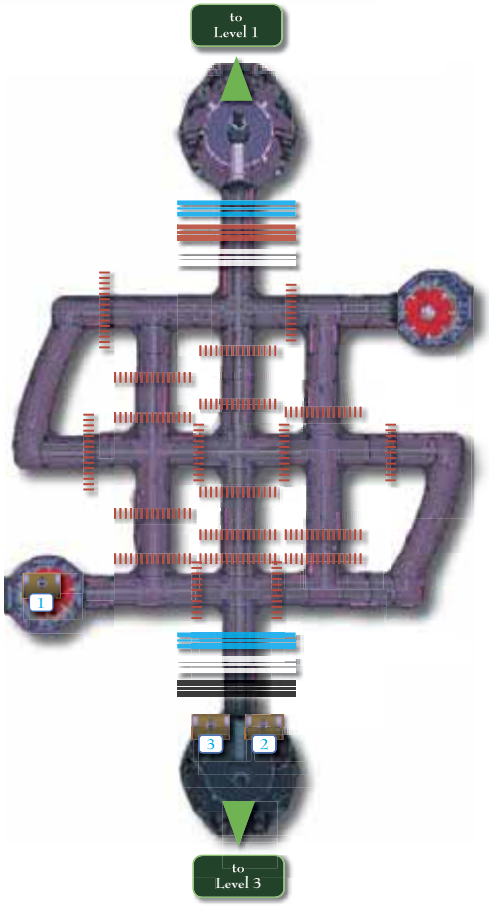


Squinting Cyborg 63

Level: 33 HP: 216 MP: 500

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	Cure-All

UPPER MECHA BASE - LEVEL 2



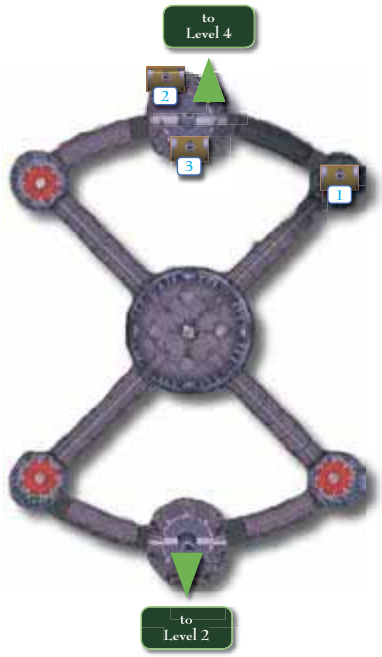
On this floor, a veil of barriers will halt your progress if you don't yet have the Black Device from the Sea Cube. Inside them is the usual red-beam security system, but this time it has teeth—if you trip the wires five times, you'll be sent back to the first floor. The shortest possible route that gets you the Life-Crusher Bracelet still requires you to pass through five barriers, so you'll need to slip under a few of them. They're hung lower this time, so even Marumaro will have to time their movements carefully.

CHESTS

1. *Life-Crusher Bracelet*
2. *Eternity Ring*
3. *Eternity Necklace*



UPPER MECHA BASE - LEVEL 3



The central room of the third floor is packed with Black Double Axes and a Security Electrogue who will rush you as soon as you enter the room. You can't use a Field Barrier to avoid these fights, so be ready for them!

Monster-Record collectors should take it easy on the Security Electrogue—if you're very high-level and kill it too quickly, it won't have a chance to split into two unique foes, Electrogue Part A and Electrogue Part B. Hit it with weak attacks so you won't blow past the damage threshold at which it splits. But if you mess up, you can try again with one of the Security Electrogues on the next floor.

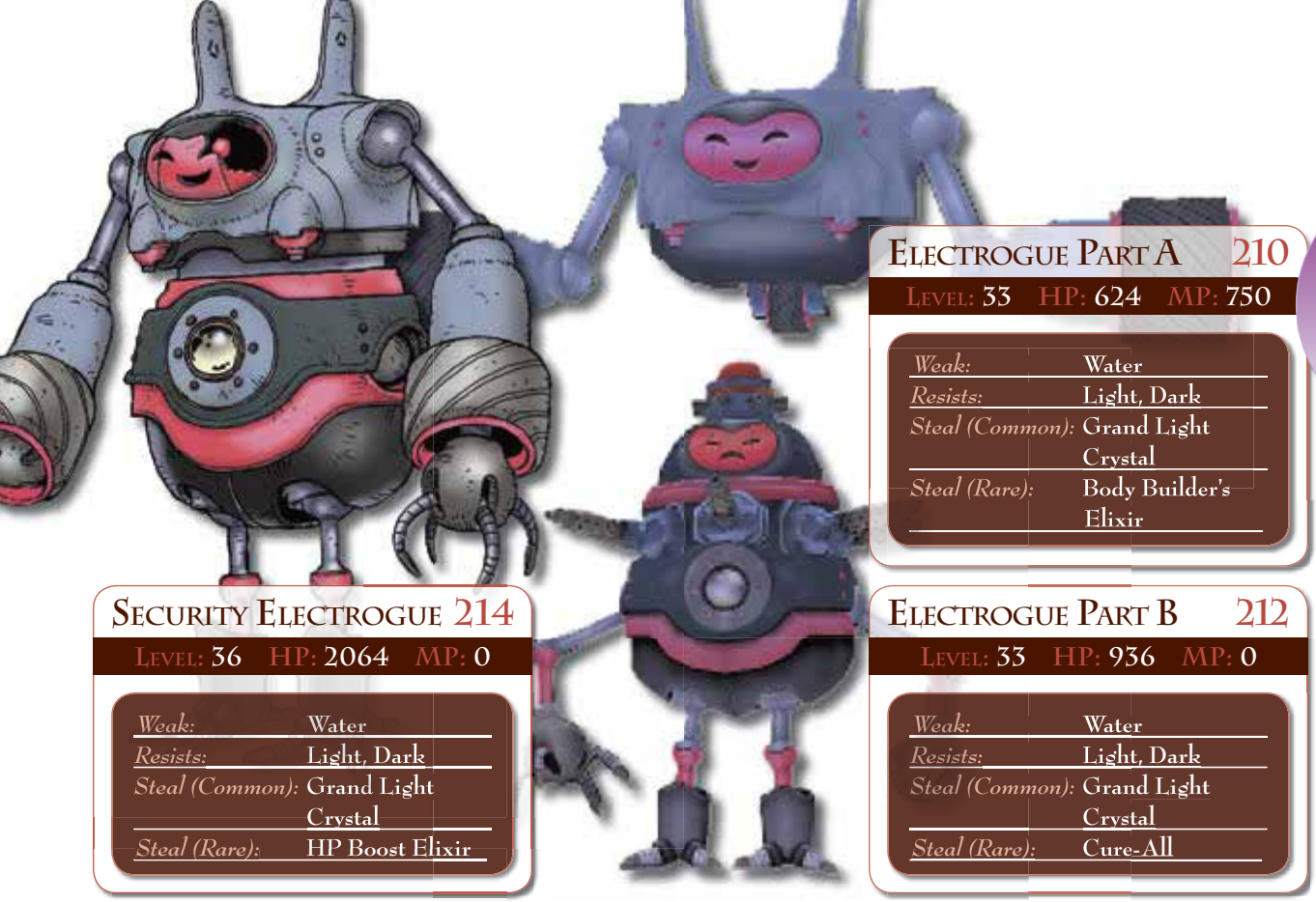
There's no real need to clear the central room, although collectors will want to search the slits for those sweet, juicy nothings. Everyone else should move straight to the elevator room to get their hands on another EXP-boosting Lei as quickly as possible.



CHESTS

1. *Shield Badge*
2. *Eternity Ring*
3. *Lei*

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Electrogue Part A 210

Level: 33 HP: 624 MP: 750

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	Body Builder's Elixir

Security Electrogue 214

Level: 36 HP: 2064 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	HP Boost Elixir

Electrogue Part B 212

Level: 33 HP: 936 MP: 0

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	Cure-All

UPPER MECHA BASE - LEVELS 4 AND 5

The final two floors are a straight shot to the boss, but a bunch of Security Electrogues and a new Soaring Globe foe will get in the way. Destroy the Soaring Globe quickly, before it can start casting its powerful -us series spells. Then heal up in anticipation of the Steel Giant fight ahead.

CHESTS

1. *Coating Part A*
2. *Infinity Necklace*
3. *Renew Necklace*



Soaring Globe 224

Level: 40 HP: 6300 MP: 1250

Weak:	Water
Resists:	Light, Dark
Steal (Common):	Grand Amethyst
Steal (Rare):	Flawless Amethyst



Level 4



Level 5



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

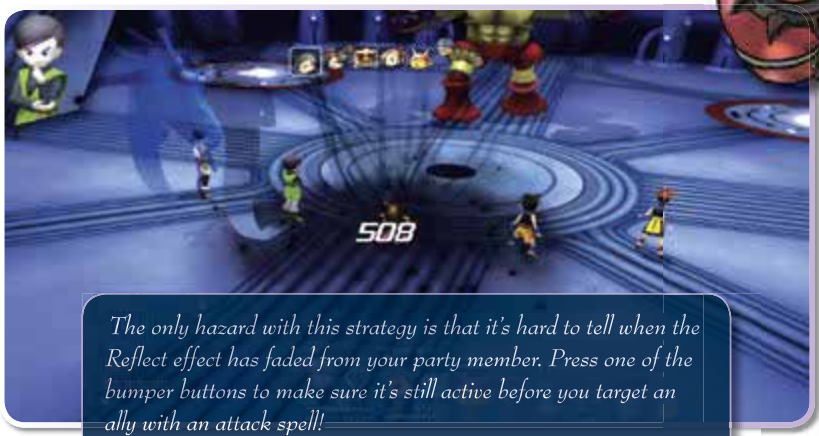
The Steel Giant begins each battle with the Fifth Reflect move, which is a variety of reflect barrier that you can't dispel. That makes it a bad idea to cast spells at it directly, which is a shame, since it has very little defense against magic. Old-school RPG fans should know the solution to this riddle: Cast Reflect on one of your own guys, and target him or her with your spells. They'll bounce harmlessly off, hitting the Steel Giant for heavy damage. Of course, healing spells will bounce off too, so if you need to do some healing, target the Steel Giant with a Zephyr-series spell to make it bounce back on your party.





If you manage to win the Reflect war, you'll get access to the base's final treasure: The Renew Necklace. This incredible accessory offers not only great stats and elemental protection, but also grants its user a once-per-battle resurrection effect! Make sure to search the slats in the walls, where you'll find a wide variety of stat-boosting elixirs.





The only hazard with this strategy is that it's hard to tell when the Reflect effect has faded from your party member. Press one of the bumper buttons to make sure it's still active before you target an ally with an attack spell!

Steel Giant 270

Level: 33 HP: 10200 MP: 0

Attack:	250
Defense:	170
Mag. Attack:	0
Mag. Defense:	300
Speed:	0

Weak:	Water, Earth
Resists:	Fire, Light
Steal (Common):	Part of Eternal Engine
Steal (Rare):	Monk Heart

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

COMPLETING THE DESIGNER URN SIDEQUEST



Back in Jibral Castle Town, Designer Vase are again skyrocketing in value, thanks to an exciting development in vase technology that allows them to be transformed into First-Aid Urns. Bring your stockpile of vases to Foreman Rokrobe, and he'll exchange them for a First-Aid Urn. Bring that to the Lago Village Chieftain, and he'll reward you with a Devee Idol accessory and 10,000 Gold.





TRADE IN YOUR MYSTERY PARTS

The Gamma should be the last of the Mystery Parts, so you can now visit the Mad Researcher and trade in both Mystery Part sets for powerful accessories, each of which comes with a 10G achievement. To get the Ultimate Weapon Bracelet, you'll need:

- *Mystery Part Alpha (found in Mural Town)*
- *Mystery Part Beta (found in Ancient Factory)*
- *Mystery Part Gamma (found in Upper Mecha Base)*

To get the Final War Necklace, you'll need

- *Mystery Part Un (found in Alumaru Village Treasure Storehouse)*
- *Mystery Part Deux (found in the Sea Cube's Deepest Level)*
- *Mystery Part Troix (found on the western deserted island)*



BATTLING THE MEGA BOSSES

There are more optional challenges to come, including the five legendary dragons (which were hinted at in Kelaso Village) and the King Poo Snake and Golden Mecha Robo that guard achievements. But those monsters are more difficult than even the game's last boss, and are probably out of your league at this point. We'll cover them in the final section of the walkthrough, beginning on page 224.

If you intend to challenge these powerful foes, you can prepare by having your heroes focus on the Armor, White Magic, and Support Magic classes—Endure and Resurrection are essential survival skills, and the Support Magic Double-Cast spell is extraordinarily powerful, particularly when used to cast high-level Barrier Magic or White Magic spells.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



DISC 3

Quest 4

INTO THE DEEP ZONE

Shu and his friends have survived Nene's machinations, but failed to stop his master plan from reaching fruition. When you're ready to discover the true purpose of those mysterious glass spires, return to the icy northern pit that Nene has transformed into an underground home. You won't believe where that tunnel leads!

Milestones

1 Enter the Cube Worlds

2 Discover the Primitive Cube

3 Colleect the Ancient Emblems

4 Find and Defeat Szabo

5 Breach Nene's Inner Sanctum

MILESTONE 1 ENTER THE CUBE WORLDS

THE ROAD TO THE CUBE WORLDS

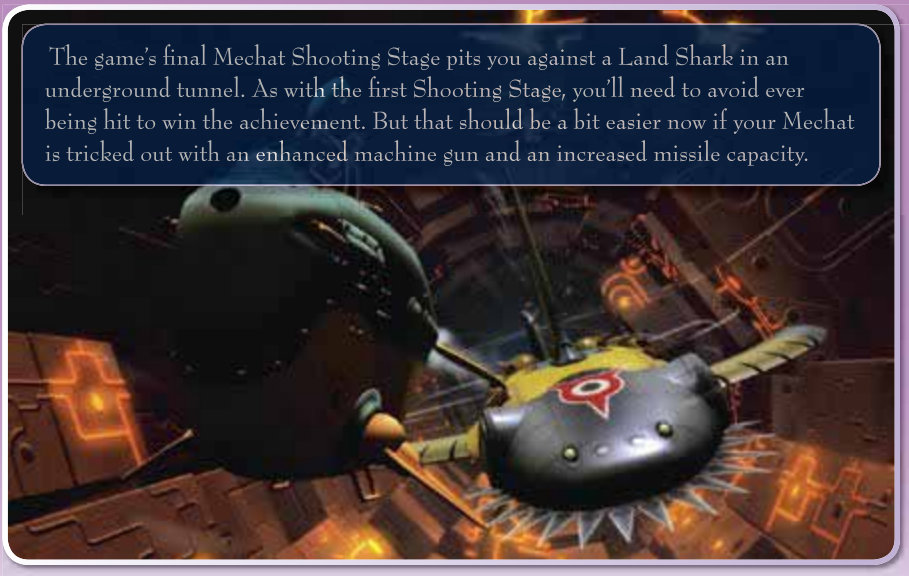
When you're ready to enter the game's final area, return to the northern section of the Great Ice Field where you found Nene's Fortress in Disc 2. The game will strongly caution you to save before you enter the Deep Zone, but don't take that to mean there's no going back—you'll still be able to return and resume any side quests you left unfinished.



ACHIEVEMENT

DOGFIGHT THE GUARDIAN LAND SHARK

The game's final Mechat Shooting Stage pits you against a Land Shark in an underground tunnel. As with the first Shooting Stage, you'll need to avoid ever being hit to win the achievement. But that should be a bit easier now if your Mechat is tricked out with an enhanced machine gun and an increased missile capacity.



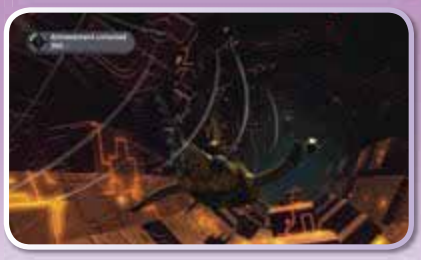
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

At first the Land Shark will drop only mines, which you can easily blast with your machine gun as you launch wave after wave of missiles. After taking a certain amount of damage, the Land Shark will fall behind you—use the bumper buttons to follow it, because it won't give you much time before firing off its first missile. Sweep from side to side to destroy them, since the missiles each follow different trajectories this time. When the Land Shark nears death, a red glow will appear around its head, indicating a charging laser blast. Target that area with your machine gun to destroy the laser.





The Land Shark will then attempt to go out fighting, firing a larger volley of missiles that come from every possible direction. But if you get a couple quick missile locks and continue to blast the head with your machine gun, you may be able to destroy the Land Shark and earn your achievement before any of the missiles connect.



LOCATION

Mecha Robo Cube

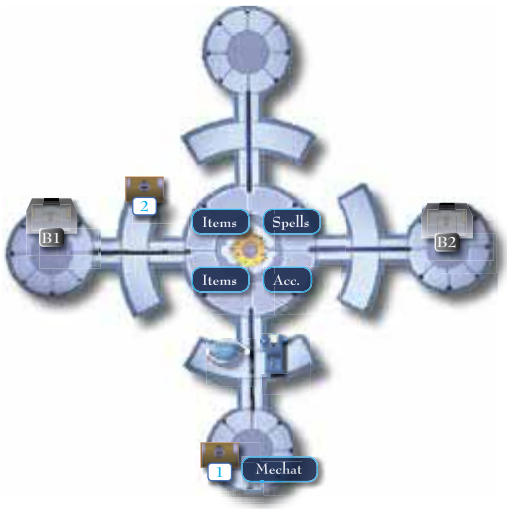
BARRIERS: x0 x0 x0 x0 x2

THE LAST OUTPOST OF CIVILIZATION

Before you explore the cube worlds, turn to your left and set a course for the cube that looks like Yasato's head. That's the Mecha Robo Cube, where the Baroy Town survivors are selling supplies, handing out gifts, and offering free healing and MP recovery.



You'll also find a Warp Device and two Black Barrier Chests here, which should leave you at 97% Barriers completed. You'll find some nice enhancement items in the various chests, and the bots themselves will hand over a Cure-All, Bow Tie, Ultra Magical Medicine, Radiant Flour, HP Up Elixir, Aurora Droplet, and Zephyr Chocolate. You'll also find a bot who can upgrade your Medicines into Mega Medicines.



CHESTS

1. MP Boost Elixir
2. MP Boost Elixir
B1. Mega MP Up Elixir
B2. Mega HP Up Elixir



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



If you've been pursuing the side quests, you probably have way better gear than the Eternal Engine Bracelet and Earring. But if you want to fill out your item list, you'll need to buy one of each, as they're not available anywhere else.

Goods & Services

ITEM SHOP

Radiant Flour	150G
Zephyr Chocolate	180G
Vitality Elixir	300G
Magic Elixir	500G
Banana	877G

ACCESSORY SHOP

Eternal Engine Bracelet	8000G
Eternal Engine Ring	7900G
Eternal Engine Necklace	9000G
Eternal Engine Earring	8000G

SPELL SHOP

White Lv 5/Healus	4350G
White Lv 5/Regenera	4250G
White Lv 5/Erase	4050G
White Lv 6/Cure-All	5100G
Black Lv 5/Flarus	4300G
Black Lv 5/Windus	3800G
Black Lv 5/Waterus	3950G
Black Lv 6/Extractus	5300G
Power Lv 5/Slowus	4100G
Power Lv 5/Paralyze	4300G
Power Lv 5/HP Max	4200G
Power Lv 6/Curse	4800G
Barrier Lv 5/Shieldus	4200G
Barrier Lv 5/Shellus	4250G
Barrier Lv 5/Reflectus	4400G
Barrier Lv 6/Resistus	4900G

THROUGH THE DIMENSIONAL BREAK

At the north end of town you'll find a "dimensional break" that will return you to the old, round world you used to know. Don't spend too much pondering the implications of dimensional rifts and time travel—passing through the dimensional break won't erase any of the progress you made in the cubes or anything. But you do have to use the dimensional break in order to visit any past location, and again to return to the cubes, because your Warp command cannot be used to travel through time.



LOCATION

Primitive Cube

BARRIERS: x0 x0 x0 x0 x0

CHESTS

1. Kelolon Necklace

MILESTONE 2 DISCOVER THE PRIMITIVE CUBE



DEFEAT THE PRIMITIVE CUBE GUARDIANS

When you're ready to begin the search for Nene, return to your Mechat and set a course for the only cube that appears solid on your map. The Primitive Cube seems like an Eden-esque paradise, but that won't last long—a boss fight will begin as soon as you disembark from your ship.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

The Mechosaur will kick off this battle by sweeping your party with its eye beam and summoning a Jumbo Poo to fight by its side. Unless you have a Poo Bracelet equipped for a one-hit kill, ignore the Jumbo Poo and focus your attacks on the Mechosaur; you don't need to kill the Jumbo Poo to win the fight.

If you strike at the Mechosaur's eye, you'll deal around 20% more damage, but will provoke one of a variety of powerful counterattacks. You'll be in for a longer fight if you target the body instead, but it's a safer fight and ultimately a much easier one.



Mechosaur 279

Level: 34 HP: 6370 MP: 500

Attack:	240
Defense:	45
Mag. Attack:	100
Mag. Defense:	300
Speed:	18

Weak:	Wind
Resists:	Fire, Eath, Dark
Steal (Common):	Stomach Band
Steal (Rare):	Belt of Hermes

INTO THE BOWELS OF THE CUBE



Blazing Moth 52

Level: 34 HP: 168 MP: 500

Weak:	Water, Wind
Resists:	Fire, Earth, Light
Steal (Common):	Ancient Fossil
Steal (Rare):	Part of Eternal Engine

Before you accept Nene's invitation to enter the cube, spend a bit of time exploring the outside area. If you search the flowers you'll find a +1 boost for each stat, and the endless supply of Blazing Moths will give Field Barrier users the opportunity to earn hundreds of SP points within only a few minutes.

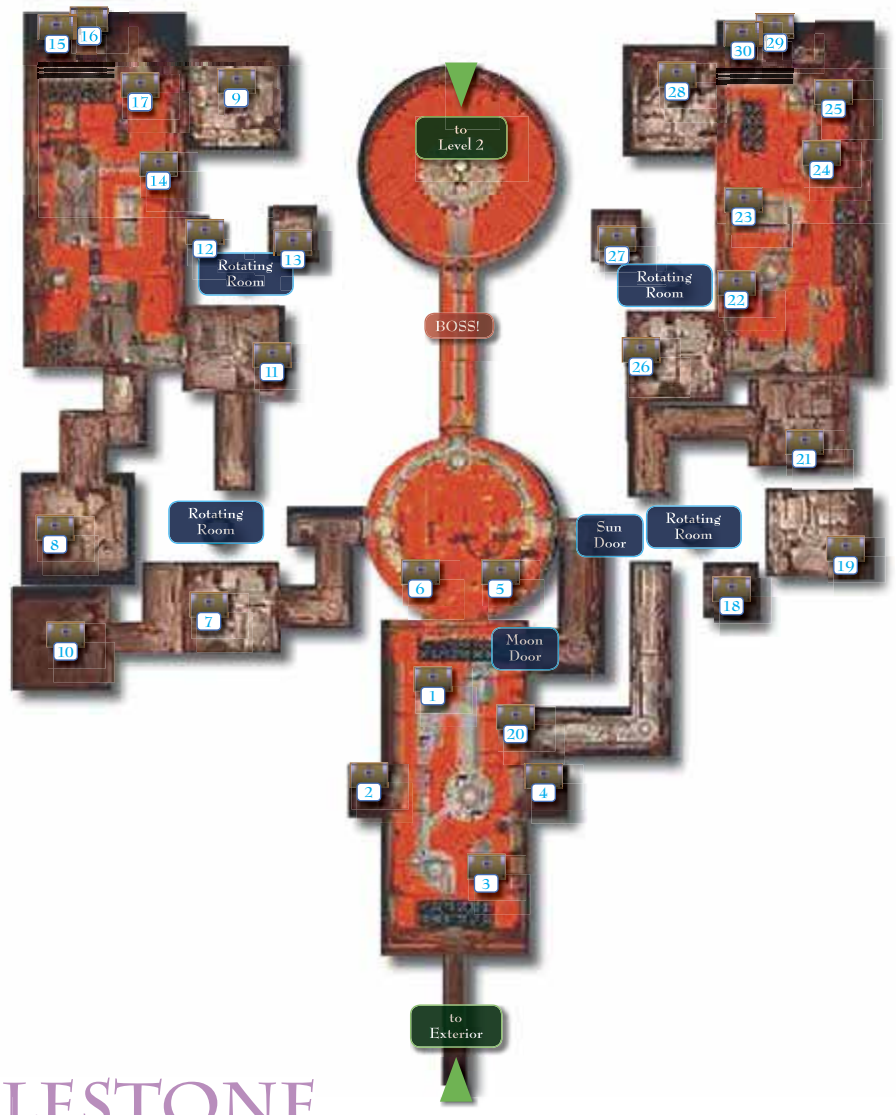


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOCATION

Primitive Cube - Level 1

BARRIERS: x0 x0 x0 x0 x2



CHESTS

1. Black Magic Heart
2. Grand Shadow Crystal
3. Ancient Emblem - Moon
4. Grand Light Crystal
5. MP Boost Elixir
6. Broken Eternal Engine
7. Part of Eternal Engine
8. Generalist Heart
9. MP Boost Elixir
10. HP Up Elixir
11. Ultra Magical Medicine
12. Monk Heart
13. Barrier Magic Heart
14. Phoenix Wing
15. Mega HP Up Elixir
16. Himiko's Necklace
17. Ancient Emblem - Sun
18. HP Up Elixir
19. Support Magic Heart
20. Monk Heart
21. Assassin Heart
22. Grand Light Crystal
23. Cure-All
24. Barrier Magic Heart
25. Ancient Emblem - Void
26. Phoenix Wing
27. Cure-All
28. Prismatic Wind Bracelet
29. Guardian Heart
30. Himiko's Earrings

MILESTONE 3 COLLECT THE ANCIENT EMBLEMS

CREATE A PATH TO THE MOON EMBLEM

To progress through the first room, you'll need to activate a series of switches that move the dark grey and blue platforms, creating paths to otherwise inaccessible areas. Start by hitting the switch on the raised central platform, which will move a bridge to the chest on the island. Then move to the north end of the room and activate a switch there to move the bridge away from the glowing moon door and instead to the west rim of the room. Grab a Grand Shadow Crystal on the western rim, and hit a second switch to move the bridge at the north end of the room. That will allow you to reach the chests on the east rim and the island, where you'll find the Ancient Emblem – Moon. Hit the northern switch again to return the bridge to the moon door, and use your Ancient Emblem to open it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



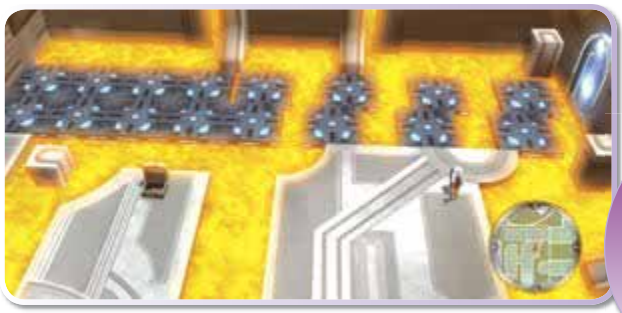
CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY



THE LORE OF THE WANDERING SAGE

This room's first chest is guarded by a rare Wandering Sage enemy. Monster-Record collectors should refrain from damaging the sage until it has summoned both a Cursed Spine Ghost and a trio of Sanguine Slashers, because those enemies only appear when summoned by a Wandering Sage. If you accidentally kill the sage in this room, don't worry—you'll have a few more chances to battle them elsewhere in the Primitive Cube.







The Moon Emblem is guarded by a Spin-Laser Defender that can absorb damage from any element except Dark. You'll have to use physical attacks and Shadow spells to pierce its defenses.

Wandering Sage 202

Level: 36 HP: 948 MP: 750

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Grand Ruby
Steal (Rare):	Phoenix Wing

Land-Temple Turtle 149

Level: 37 HP: 1494 MP: 500

Weak:	-
Resists:	Fire, Water, Light
Steal (Common):	Ancient Feather
Steal (Rare):	Zephyr Chocolate

Sanguine Slasher 199

Level: 36 HP: 448 MP: 300

Weak:	Fire
Resists:	Water, Light
Steal (Common):	Grand Sapphire
Steal (Rare):	HP Elixir Boost

Bowa-Bowa 130

Level: 36 HP: 794 MP: 1250

Weak:	Water
Resists:	Fire, Light
Steal (Common):	Ruby
Steal (Rare):	Grand Light Crystal

Cursed Spine Ghost 186

Level: 38 HP: 1248 MP: 500

Weak:	Light
Resists:	Fire, Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	MP Boost Elixir

Spin-Laser Defender 178

Level: 36 HP: 1328 MP: 600

Weak:	-
Resists:	Fire, Water, Wind, Earth, Light
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	Body Builder's Elixir

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

A GHOST BORN OF NUCLEAR FUSION

The Primitive Cube is home to another elusive monster that won't make things easy for achievement seekers. When a Bowa-Bowa and a Lazy Spine Ghost appear together in the same party (which is usually represented by a Bowa-Bowa on the field), they may fuse into a super-rare Red Razor Ghost. But the odds of this happening are fairly low, and if doesn't happen in the first few turns, it probably won't happen at all. Your only option is to keep battling Bowa-Bowas until you get lucky.







Red Razor Ghost 185

Level: 39 HP: 2072 MP: 750

Weak:	Light
Resists:	Dark
Steal (Common):	Mega Invisibiliy Elixir
Steal (Rare):	Flawless Emerald

TWISTING GRAVITY IN THE MAGMA POOLS

Beyond another pair of Emblem-locked doors you'll find a magma-drenched hallway with a switch on a circular platform. Pressing the switch will rotate the entire room, allowing you to use the doors that were formerly set in the floor and ceiling to reach side rooms full of treasure chests and Robber Ghosts, and to proceed north to a second rotating room that borders even more treasure chests. If you open each door at both rotation settings you'll turn up a few hearts and elixirs, but either setting will allow you to reach the northwest room where the Ancient Emblem – Sun can be found.





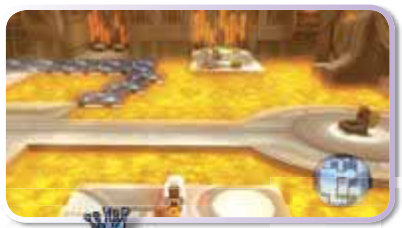
Robber Ghost 190

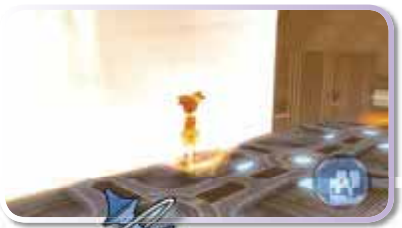
Level: 38 HP: 920 MP: 250

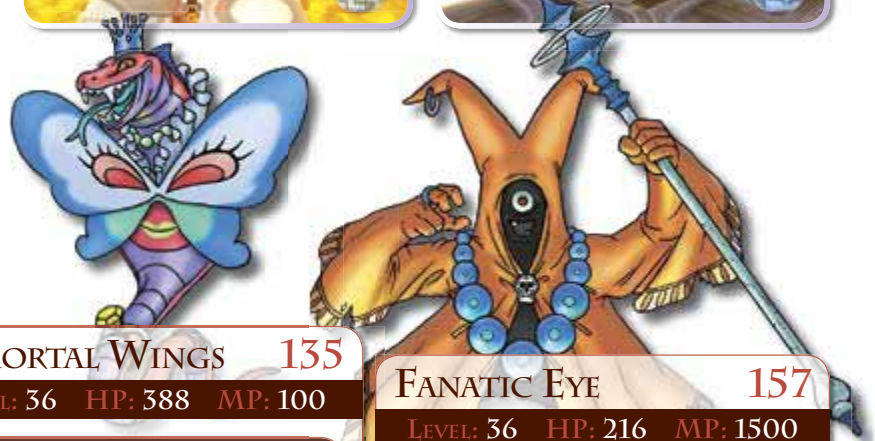
Weak:	Light
Resists:	Fire, Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Cure-All

CREATE A PATH TO THE SUN EMBLEM

Once again, progress through the room by flipping switches that put bridges in place to reach other switches, until you reach the northern end of the room. There you'll find a pair of chests behind the second-to-last Black Barrier, and the Sun Emblem chest behind a powerful team of Spin Laser Defender and Fanatic Eye foes. When you're satisfied that you've cleared the room of treasure, step into the glowing yellow warp to return to this floor's central hub, just west of the sun door.







Immortal Wings 135

Level: 36 HP: 388 MP: 100

Weak:	-
Resists:	Fire, Dark
Steal (Common):	Ultra Magical Medicine
Steal (Rare):	Cure-All

Fanatic Eye 157

Level: 36 HP: 216 MP: 1500

Weak:	-
Resists:	Light
Steal (Common):	Grand Ruby
Steal (Rare):	Phoenix Wing

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CREATE A PATH TO THE VOID EMBLEM

Don't rotate the room beyond the sun door until you've looted the chests in the two adjoining rooms. Then flip it over and head north to reach the switch room with the Void Emblem. You can use the usual series of switch flips to reach the Ancient Emblem, but once you do, don't be too hasty about jumping into the warp. Instead hit the nearby switch to create a bridge from the door across the lava to the final barrier, then return to the south end of the room and open the door to the west. Cross through the final magma room without rotating it (although if you do you can reach a chest with a Cure-All), and you'll end up back in the northeast room, at the bridge to the Black Barrier. If you've cleared them all up to this point, you'll earn the All Barriers Cleared achievement when you bring it down.





SURVIVE THE HYDRA'S BITE

You'll face a surprise ambush from a Hot Hot Hydra in the hallway beyond the void door. It isn't a particularly tough boss, especially if you have Black Magic users who are capable of sweeping its heads with Waterus spells. But when the snake does get a turn, it doesn't mess around—it dishes out instant-KO attacks left and right. If you have a character with the Total Guard skill, make sure he or she is wearing an accessory that protects against instant-KO effects, and he or she will be to protect the entire party with ease. If not, you'll want to cast a party-wide Resistus as quickly as possible.





Hot Hot Hydra 246

Level: 40 **HP:** 10000 **MP:** 500

Attack:	336
Defense:	100
Mag. Attack:	76
Mag. Defense:	777
Speed:	5

Weak:	Water
Resists:	Fire, Light
Steal (Common):	Ancient Feather
Steal (Rare):	Sun Necklace

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

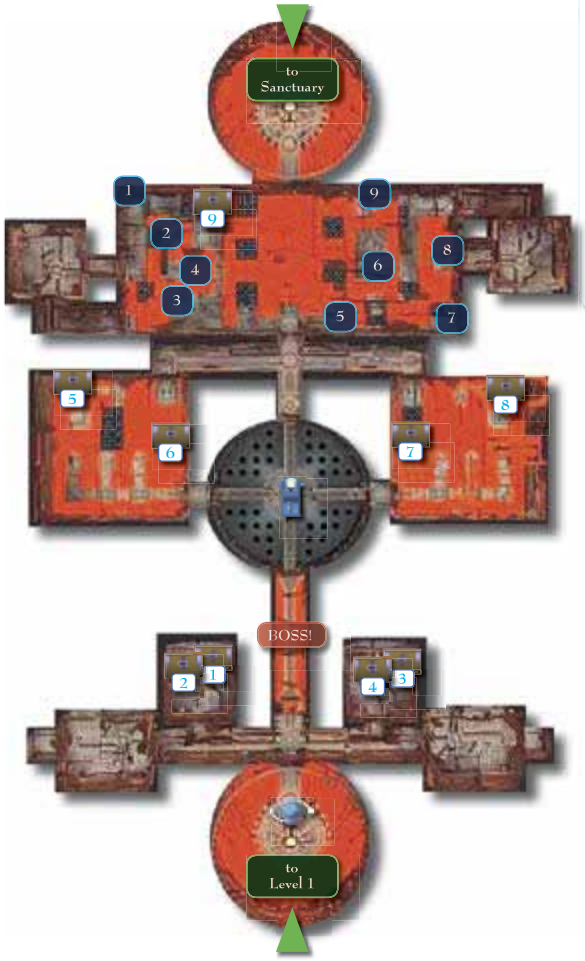
LOCATION

Primitive Cube - Level 2

BARRIERS: x0 x0 x0 x0 x0

CHESTS

1. Sword Master Heart
2. HP Up Elixir
3. White Magic
4. HP Up Elixir
5. Nene's Necklace
6. Nene's Bracelet
7. Himiko's Bracelet
8. Himiko's Ring
9. Black Magic Heart



Riot Puppet 173

Level: 37 HP: 892 MP: 0

Weak:	-
Resists:	Fire, Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	Part of Eternal Engine

Mad Scarlet Spear 220

Level: 36 HP: 2376 MP: 0

Weak:	-
Resists:	Fire, Light, Dark
Steal (Common):	Grand Shadow Crystal
Steal (Rare):	MP Boost Elixir

Spike-Arm Sentry 215

Level: 41 HP: 8000 MP: 500

Weak:	-
Resists:	Fire, Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	Generalist Heart

Scowling Dynamo 216

Level: 41 HP: 6500 MP: 0

Weak:	-
Resists:	Fire, Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	MP Boost Elixir

MILESTONE 4 FIND AND DEFEAT SZABO

DESTROY THE DOOR LOCK GUARDIANS

The warp from level 1 will drop you at the south end of this map, where you'll find a long-awaited save point. Battle past Riot Puppets and Mad Scarlet Spear to get the HP Up elixirs and Hearts from the treasure rooms to the northwest and northeast, then head to the control rooms at either end of the hall. To the west you'll find a Spike-Arm Sentry guarding the first door switch, and to the east a Scowling Dynamo guards the second. Their physical attacks can be easily foiled by a tough guardian with the Total Guard skill, but the Scowling Dynamo's barrage of missiles can hurt the whole party. Both foes are resistant to Fire, Light, and Dark-type attacks, so focus on Magic Sword attacks and Windus spells.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

BRING DOWN THE PYRO DRAGON

When the door to the south is unlocked, you'll find a much tougher foe waiting on the other side. The Pyro Dragon's Crimson Blood Rain will pelt your party with meteors that have a very high chance of causing the Dizzy condition. Make sure your White Magic user is equipped with a Ribbon or Ballet Shoes so he or she will be able to cast Cure-All on the afflicted. But curing the Dizziness shouldn't be your top priority—if anyone's health drops bellow 300 points, you'll want to instead cast Zephyrus before the Pyro Dragon wipes the board with its Flame Breath. When your magic users regain their balance, have them pound the Pyro Dragon with Waterus Sword and Shadowus spells.





PYRO DRAGON 254

LEVEL: 38 HP: 15000 MP: 500

Attack:	333
Defense:	60
Mag. Attack:	166
Mag. Defense:	828
Speed:	5

Weak:	Water
Resists:	Fire, Light
Steal (Common):	Ancient Feather
Steal (Rare):	Ballet Shoes

TREASURES IN THE WINGS

The Pyro Dragon's hallway connects to a central hub, where you'll find the first of two Primitive Cube Warp Devices. Trigger it now, then warp back to the Mecha Robo Cube for healing if you need it. When you return, you'll have the choice of proceeding on to the final room of the floor, or raiding the heavily-guarded east and west wings for treasures.

In the west wing, ignore the switches at first and run across the platforms to grab Nene's Necklace out of a chest. Then trigger both switches to create a bridge from the southern door to the second chest, which you can reach by heading north from the Warp Device and down the hall to the west.



In the east wing, use the switches to make a bridge to the southern treasure chest, then put them back the way they were so you'll once again have a bridge from the door in the northern hallway to the second chest.



FLAME GUNNER 240

LEVEL: 39 HP: 3000 MP: 0

Weak:	Water
Resists:	Fire, Light, Dark
Steal (Common):	Grand Light Crystal
Steal (Rare):	Phoenix Talon



RED INFANTRY 139

LEVEL: 38 HP: 1336 MP: 0

Weak:	Water
Resists:	Fire, Light
Steal (Common):	Ancient Feather
Steal (Rare):	HP Boost Elixir

TORNADO RAPTOR 125

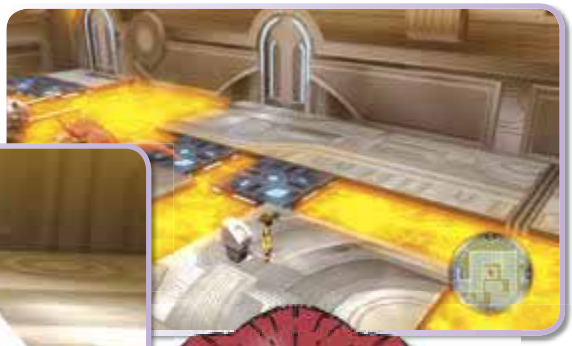
LEVEL: 39 HP: 2532 MP: 0

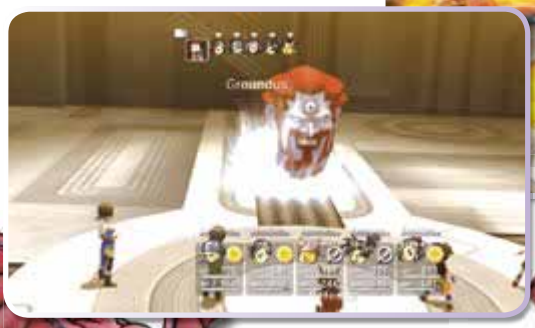
Weak:	Wind
Resists:	Light
Steal (Common):	Ancient Feather
Steal (Rare):	HP Boost Elixir

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

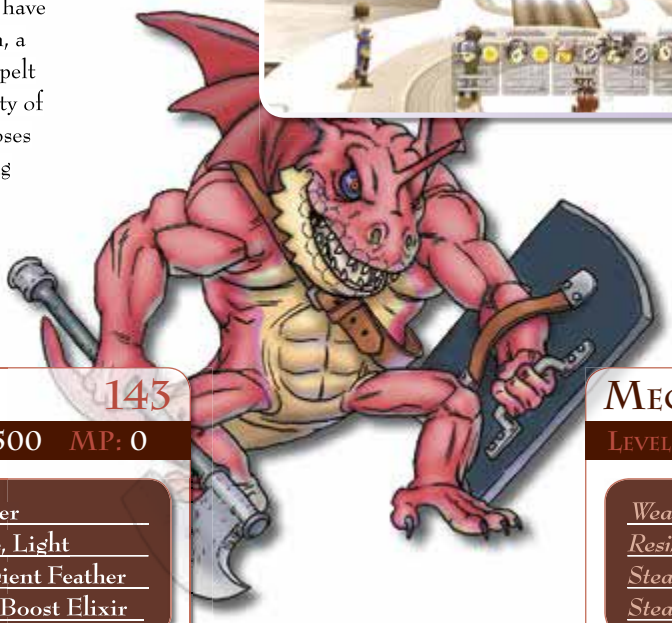
BUILD A BRIDGE TO THE SANCTUARY - PART 1

The southernmost room of Level 2 is a confusing jumble of bridges and switches. Your goal is to reach the two switches that create a bridge through the center of the room, but doing so will require some clever maneuvering on your part.





To reach switch #4 (as labeled on the map on page 218), turn left at the entrance and hit switches 1, 2, and 3 in numerical order. You'll then need to step through the door in the southwest corner, which will allow you to re-enter the room right across from switch 4. But it isn't quite that easy—you'll have to first battle Mechataclysm, a disembodied head that will pelt your party with a wide variety of magical effects. When it closes its mouth and adopts a smug expression, you'll know it's about to fire off a Groundus spell—protect your party with Walla or Reflect.





Pink Soldier 143

Level: 39 HP: 2500 MP: 0

Weak:	Water
Resists:	Fire, Light
Steal (Common):	Ancient Feather
Steal (Rare):	HP Boost Elixir

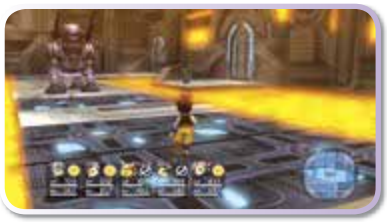
Mechataclysm 222

Level: 42 HP: 8989 MP: 1250

Weak:	-
Resists:	Water, Light
Steal (Common):	Grand Amethyst
Steal (Rare):	HP Boost Elixir

BUILD A BRIDGE TO THE SANCTUARY - PART 2

The other side of the map is even more complicated. Hit switch 5 so you can reach switch 6, then hit switch 5 again so you can reach switch 7. That will create a bridge to the door at the other end of the map (past the Flame Gunner), where you'll find a second hallway guarded by a Sneezing Cyclops. This foe relies almost entirely on status effects like Sleep, so if most of your heroes are protected by Ribbons and Ballet Shoes, you can beat it with ease. If not, cast Resist and Restus spells on your party as soon as possible.





Pass through the hallway to flip switch 8, then return and hit switches 7 and 5 again. That should make a bridge to switch 9, and pressing that will complete the bridge to the Sanctuary Chamber. Achievement-seekers will desperately want to steal an item from the boss ahead, so you may want to backtrack to the save point before proceeding across the bridge.



Sneezing Cyclops 221

Level: 43 HP: 7720 MP: 1120

Weak:	-
Resists:	Fire, Light
Steal (Common):	Grand Amethyst
Steal (Rare):	White Magic Heart



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CHESTS

1. Mega HP Up Elixir
2. All-Heart
3. All-Heart
4. Mega MP Up Elixir





FINISH SZABO FOR ONCE AND FOR ALL

Ultimate Szabo may incorporate all of Szabo's old henchmen, but they count as only a single foe, and get only one attack per turn. Szabo can put one of his other henchmen in the driver's seat with the Mode Change ability, but while each is capable of dishing out heavy damage, it's nothing you can't compensate for by casting Zephyrus every turn.



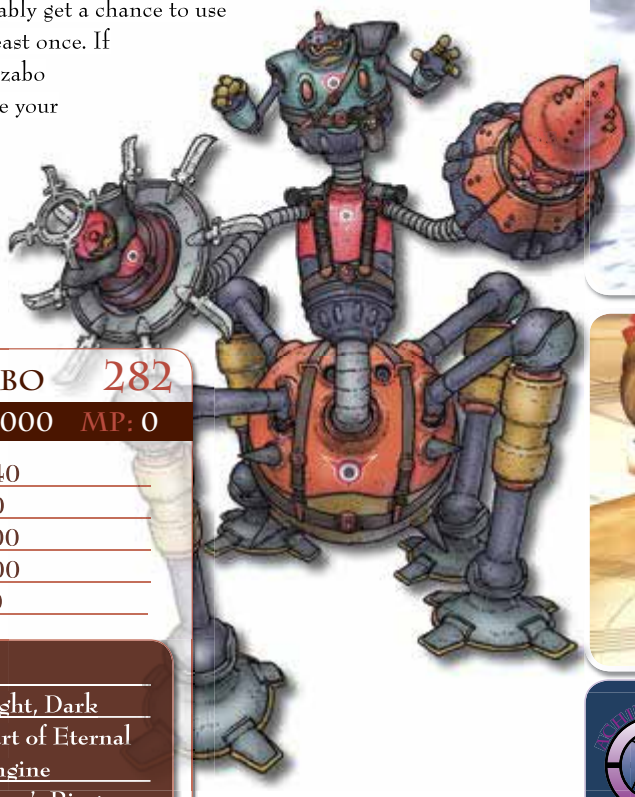
To ensure your healer is able to respond after Szabo's powerful attacks, target him or her (and ideally the rest of the party) with a Quickus spell. But don't waste too much time with other Support and Barrier spells, since Szabo's Double Special Shot will erase them all and do a ton of damage in the process.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

This will be a long fight, and between all the damage you dish out with your Magic Sword attacks and Flareus spells, and all the damage you receive from Szabo's attacks, everyone will probably get a chance to use their Corporeal forms at least once. If those don't kill Ultimate Szabo outright, they'll at least give your heroes the MP they need finish the job.







Ultimate Szabo 282

Level: 34 HP: 25000 MP: 0

Attack:	240
Defense:	60
Mag. Attack:	200
Mag. Defense:	800
Speed:	10

Weak:	-
Resists:	Light, Dark
Steal (Common):	Part of Eternal Engine
Steal (Rare):	Nene's Ring

Stealing from Ultimate Szabo is the only way to get Nene's Ring. If you're aiming for the Item Record achievement, you'll need to reset (or die and continue) if you can't steal it.

MILESTONE 5 BREACH NENE'S INNER SANCTUM

PREPARE FOR THE FINAL BATTLE

After besting Szabo you'll find a few treasure chests with precious All-Hearts and elixirs, as well as the final Warp Device. Now that you can warp back here with ease, return to the Mecha Robo Cube to heal and save (there is no save point ahead). If you're determined to complete all the achievements, now is the time to return to the previous world to battle the optional superbosses and earn the final Item and Monster Records. (But we suggest you challenge Nene for fun, first, before you become ungodly powerful by pursuing all the side quests.) The superbosses are covered in the quest that follows.



If you don't get the Activated All Warp Devices achievement here, check the Achievements appendix of this book for a list of the Warp Device to see which one you missed.

THE FINAL BATTLE - ROUND 1

Nene is as arrogant as ever, and will toy with you for quite some time before the real battle begins. At first he'll be nearly immune to your attacks, but this problem will be solved during an event scene that occurs after two rounds of combat. Then he'll begin attacking in earnest, but won't put up much of a fight—he unleashes one spell and one physical attack per turn, but both can be negated with a Wallus spell. Use your best spells and attacks to cut through his 10,000 HP as quickly as possible, because when the real battle begins he'll restore all of the party's lost HP and MP.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

THE FINAL BATTLE - ROUND 2

Begin by casting lots of enhancement spells—Shieldus, Quickus, Attack Up, Previve, and Regena are good choices. Sure, Nene will eventually erase them with his Cancel Support move, but they'll work for a while and are much more effective than casting offensive spells at the start of the fight. That's because Nene will regenerate 15,000 HP and all his lost MP during his first turn, an event that leads to your characters being able to destroy the pipes of his Eternal Engine.

Use spells like Waterus and Mow Down attacks to tear off the pipes as quickly as possible, and pound Nene with your strongest attacks. When he attempts to get some more HP and MP recovery going by summoning life-draining orbs, destroy the orbs immediately before returning your focus to him. If you build up a Corporeal attack, save it until after he uses his powerful Cataract move to drain all of the party's MP.







Nene's most powerful attack is Shadow Bind, which completely removes a character's shadow for several turns. There's no cure, so you'll simply have to put that character on recovery-item duty until the effect fades.

THE FINAL BATTLE - ROUND 3

After Nene falls, you'll be given the opportunity to save your game. In the next battle, simply defend for a few turns and let the confrontation resolve itself peacefully. But you certainly won't want to hold back on the battle that follows!

Fortunately, your final enemy is a cocky fellow, and will do almost nothing in the first few turns. That gives you plenty of time to set up spells like Previve and Quickus, which he won't be able to clear efficiently until late in the fight, when he begins to use the powerful Final Judgment move. Even when the battle truly begins, your foe will attack so rarely that you'll have plenty of time to recover between turns. But the more damage he takes, the faster he'll become, so save your Corporeals until you're actually feeling some heat. Don't get cocky yourself, because he can be quite tough in the final few turns. In particular, watch out for the Stealth Mist move, which creates a barrier of life-sucking fog. The only way to clear it is with a Wind-type attack!



Your foe has no particular weaknesses or resistances, so use your most powerful single-target attacks.



GET TORIPO'S AUTOGRAPH!

We don't want to ruin the ending, so we'll keep this vague—item hunters who are missing the final two items will find them during the playable parts of the ending. The first is something you literally can't miss, but the second requires bringing the Autograph Paper you won from the King Poo Snake to Toripo, who is hiding behind the Mechat in one of the game's final scenes. He'll sign it for you, and if you've truly found all 379 other items, you'll receive the Item Record Complete achievement. Quite the achievement indeed!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



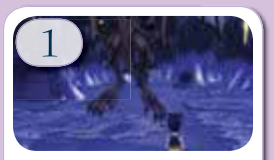
DISC 3

Quest X

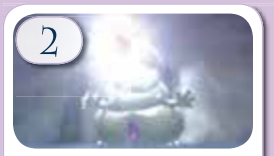
THE SUPERBOSSES

Nene is far from the game's strongest foe. If you're ready to face down the game's toughest monsters (and earn a bunch of achievements for it), attempt the three optional superboss quests that are the game's ultimate challenges.

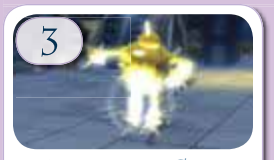
Milestones



Finish Off the Legendary Dragons



Overthrow King Poo



Destroy the Gold Mecha Robo



MILESTONE 1 FINISH OFF THE LEGENDARY DRAGONS

THE QUEST BEGINS AND ENDS IN KELASO VILLAGE

You met the first of the Legendary Dragons in the Underground River (see Quest 2-2), although it didn't put up all that legendary of a fight. But its brothers will certainly provide one, if you can find them. As a general rule, your character levels should be at least in the high-40's before you challenge the remaining dragons, although you can compensate for physical weakness if you have the right accessories. If you haven't yet earned key skills like Double-Cast, Resurrect, and Endure for your characters (ideally, each character should have at least one of those skills), then you may want to spend some time slaughtering for SP with your Black Belts and Eye Patches.

To kick things off, speak to the elder of Kelaso Village. He'll see your Moody Dragon's Fang and point you to the nearby Blizzard Dragon. He'll also give you the powerful Dragon Bracelet when you bring him the fangs of all five defeated dragons. Collecting all five fangs will earn you a 10G achievement, as will redeeming them for the bracelet.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

THE BLIZZARD DRAGON

Location: Hill west of Kelaso Village



Equip your party with gear that provides elemental protection against Water. Your best character should wear the Bellybutton Ring of Water; everyone else can make do with Ribbons or even Scarves and Flip-Flops if necessary. Give your White Magic and Barrier Magic users the Shoes of Hermes so they can cast protective spells like Previve and Shellus before the dragon's first turn. The dragon will cast Reflecta on itself as a counter to being hit by spells, so cast Reflecta one of your own heroes and target him or her with your Flarus spells to bounce them onto the dragon. (Press the left or right bumper to make sure your Reflect shield is still active before you hurl a fireball at a friend!)





Blizzard Dragon 256

Level: 38 HP: 19880 MP: 500

Attack:	175
Defense:	120
Mag. Attack:	170
Mag. Defense:	750
Speed:	24

Weak:	-
Resists:	Water, Light
Steal (Common):	Ancient Feather
Steal (Rare):	Ribbon

THE AMETHYST DRAGON

Location: Coastal Road near Talta Village (at landslide)



The remaining three dragons have no elemental weaknesses besides the standard winged-creature weakness to Wind, so you'll want to change tactics to focus on Windus spells and Wind Sword attacks. Since the remaining dragons uses Wind attacks themselves, switch to the Bellybutton Ring of Wind, and make sure everyone has wind-resistant Belts of Hermes or Shoes of Hermes. (In addition to the wind resistance, the added Agility provided by these accessories will come in very handy.) One of the Amethyst Dragon's two main attacks is the Lightning of the Gods, a single-target attack that any character with Total Guard will leap in front of every time. Make sure to protect your Total Guardian with a steady supply of Previve spells.





Amethyst Dragon 257

Level: 38 HP: 24990 MP: 500

Attack:	342
Defense:	190
Mag. Attack:	176
Mag. Defense:	897
Speed:	5

Weak:	Wind
Resists:	Fire, Earth, Light, Dark
Steal (Common):	Ancient Feather
Steal (Rare):	Ancient King's Ring

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE SPARK DRAGON

Location: Gul Mountains (where the red barrier used to be)





Like the Amethyst Dragon, the Spark Dragon both uses and is weak to Wind-type attacks, so you needn't change your equipment or tactics. The Spark Dragon uses its wide-range Black Wind attack frequently, dealing heavy damage to four of your heroes and providing free healing for whoever has the Bellybutton Ring of Wind. Ideally, that character should be someone who can Double-Cast White magic spells, because you'll often need to revive a character and cast Zephyrus in the same turn to recover from the damage.





Spark Dragon 253

Level: 38 HP: 23700 MP: 500

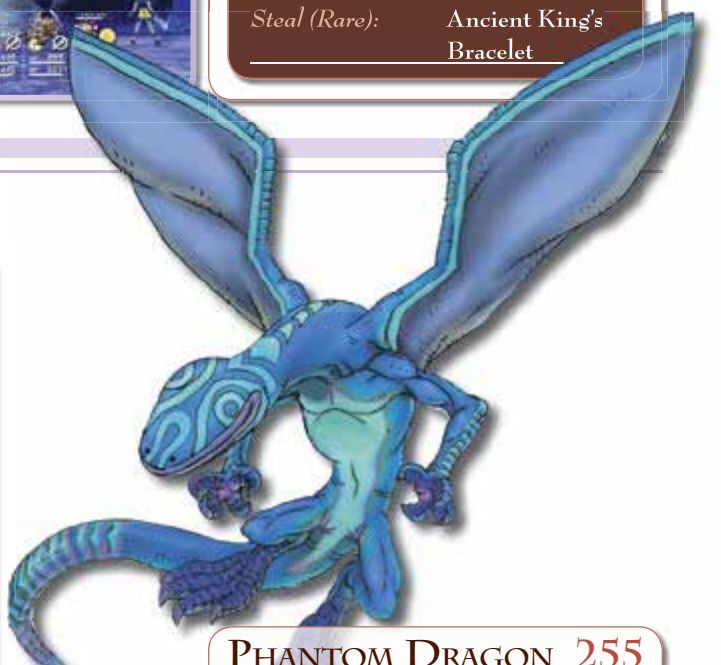
Attack:	342
Defense:	80
Mag. Attack:	175
Mag. Defense:	874
Speed:	45

Weak:	Wind
Resists:	Fire, Earth, Light, Dark
Steal (Common):	Ancient Feather
Steal (Rare):	Ancient King's Bracelet

THE PHANTOM DRAGON

Location: The Great Desert (southern tip)





Once again you'll want to wear anti-Wind gear and use Wind-type attacks. The twist this time is that you can't use physical attacks at all—the Phantom Dragon will absorb any non-elemental damage as health! Magic Sword attack are still effective, but don't ever user Corporeal Attacks, unless refilling your MP is worth healing the dragon to the tune of 3,000 HP.



Phantom Dragon 255

Level: 45 HP: 20200 MP: 1000

Attack:	356
Defense:	0
Mag. Attack:	175
Mag. Defense:	920
Speed:	50

Weak:	Wind
Resists:	Light, Dark
Steal (Common):	Ancient Feather
Steal (Rare):	Nene's Earring

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEALING NENE'S EARRING

Make sure you have a character with the Steal and Treasure Hunt skills equipped, because the only Nene's Earring in the game is in the Phantom Dragon's clutches. It's a unique item, so if you miss it, you'll need to reset and reload or give up any hope of earning the Completed Item Record achievement.

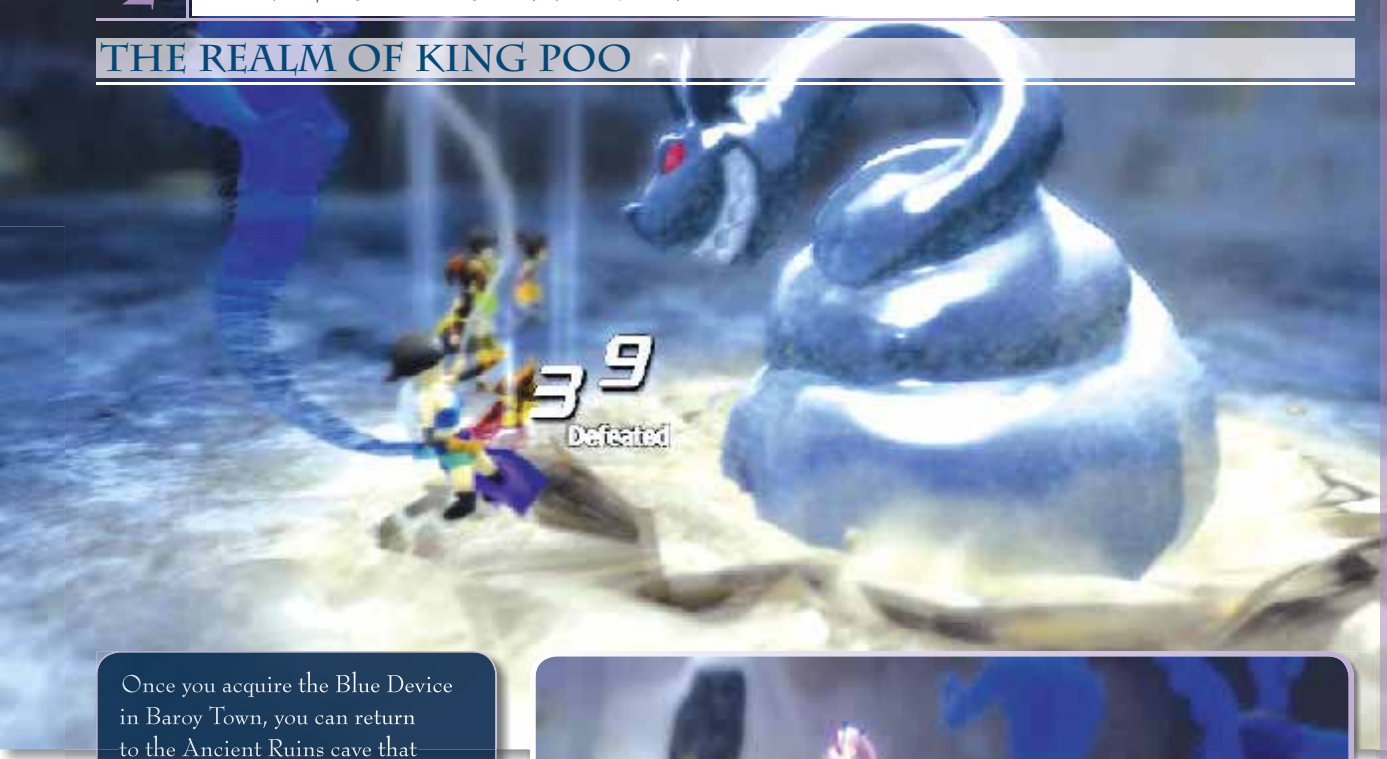




CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

MILESTONE 2 OVERTHROW KING POO

THE REALM OF KING POO



Once you acquire the Blue Device in Baroy Town, you can return to the Ancient Ruins cave that lies north of Talta Village. There you'll find a Jumbo Poo guarding a treasure chest (which contains an Ancient Warrior's Ring). Slay it, and a slightly tougher Corrosive Poo will appear. You can swipe an Black Belt from it if you get lucky!

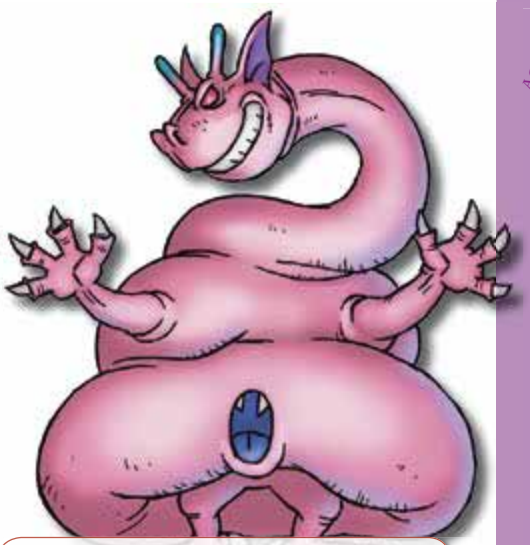




You can kill either boss in one hit with the Poo Bracelet found in the Jibral Castle Gate area, but the Corrosive Poo Snake will try to defend itself by continuously attacking the character who wears it. If you plan to fight fair, note that while both Poos are weak to water, the Corrosive Poo Snake can counter spells with its Acid Breath attack (but not Water-type Sword attacks), making it the more dangerous of the two. Both have attacks that deal massive damage to the entire party, but these attacks can't get past your trusty Wall spell.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HIS HIGHNESS, KING POO



Jumbo Poo 11

Level: 19 HP: 2250 MP: 0

Attack:	176
Defense:	50
Mag. Attack:	0
Mag. Defense:	156
Speed:	0

Weak:	Water
Resists:	Light
Steal (Common):	Mega Medicine
Steal (Rare):	Ultra Medicine



Corrosive Poo 12

Level: 20 HP: 4980 MP: 500

Attack:	183
Defense:	52
Mag. Attack:	159
Mag. Defense:	256
Speed:	0

Weak:	Water
Resists:	Light
Steal (Common):	Ulta Medicine
Steal (Rare):	Black Belt



King Poo will appear only after the other two snakes have been slain, and only during disc 3. This is not a battle for the faint of heart—even parties with levels in the 50's can be wiped out entirely by moves like Invitation to the Dark (so anti-Dark gear is a must). The key to victory is ensuring that you have a way to recover from inevitable death, like Previve spells, the Resurrection or Endure skills, or the Revive Necklace. A Double-Cast-equipped healer dishing out Previves is a must here, even though the King Poo can erase your Previves with his King's Scare move—if you can bait the King Poo into using King's Scare instead of dealing damage, it's a turn well spent. Your primary offense in this fight will come from your Corporeal attacks, which are easily charged when so many of your heroes are dying. Victory will earn you two pieces of HP-boosting Golden Poo and the Autograph Paper key item.

King Poo 13

Level: 50 HP: 15872 MP: 750

Attack:	389
Defense:	0
Mag. Attack:	176
Mag. Defense:	805
Speed:	5

Weak:	Water
Resists:	Light
Steal (Common):	Golden Poo
Steal (Rare):	Golden Poo

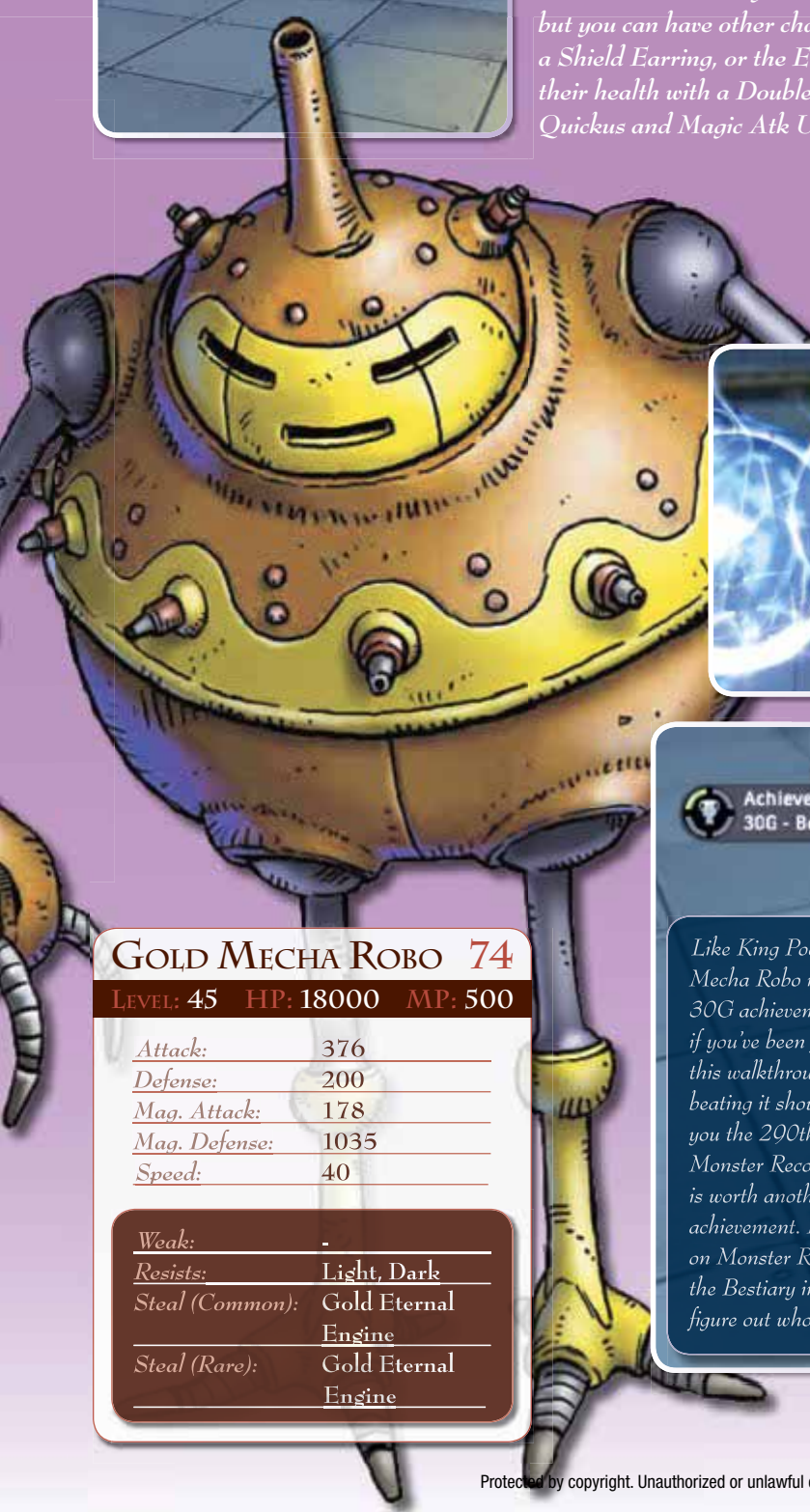


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

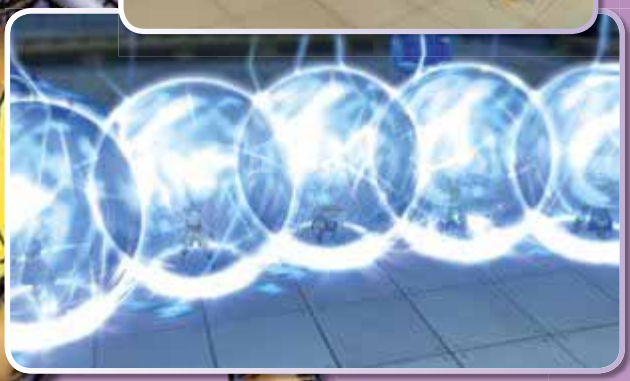
DESTROY THE GOLD MECHA ROBO

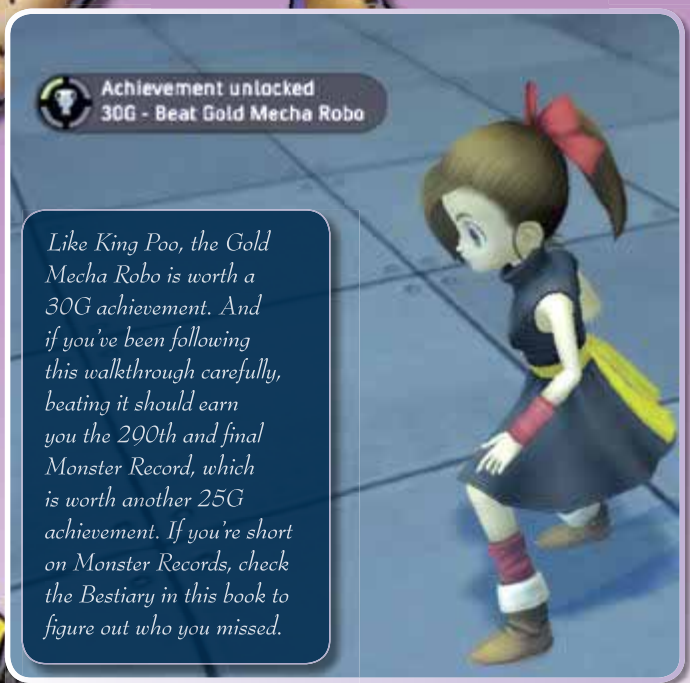


The Gold Mecha Robo appears in the Ancient Factory after you collect all the Mystery Parts and redeem them for accessories. The die-and-revive tactics that work against the King Poo aren't so effective here, because the Gold Mecha Robo constantly attacks with a Large-Caliber Beam that can deal over 1,000 points of damage to all characters, often killing the survivors as soon as they revive. A better strategy is to use Shield effects to reduce the damage to a survivable extent. Use Stealth or an Invisibility Elixir to back attack the robo, and give your Barrier Magic user a pair of Shoes of Hermes so he or she can cast a Shieldus spell as soon as the battle begins. You may not have time to cover the whole party, but you can have other characters protect themselves with Ancient Fossils, a Shield Earring, or the Endure skill. If everyone survives, you can restore their health with a Double-Cast Zephyrus and cast new boost spells like Quickus and Magic Atk Up to turn the tide of battle in your favor.









Like King Poo, the Gold Mecha Robo is worth a 30G achievement. And if you've been following this walkthrough carefully, beating it should earn you the 290th and final Monster Record, which is worth another 25G achievement. If you're short on Monster Records, check the Bestiary in this book to figure out who you missed.

Gold Mecha Robo 74

Level: 45 HP: 18000 MP: 500

Attack:	376
Defense:	200
Mag. Attack:	178
Mag. Defense:	1035
Speed:	40

Weak:	-
Resists:	Light, Dark
Steal (Common):	Gold Eternal Engine
Steal (Rare):	Gold Eternal Engine

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
Quest 1
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 2
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Quest 3
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest 4
Milestone 1
Milestone 2
Milestone 3
Milestone 4
Milestone 5
Quest X
Milestone 1
Milestone 2
Milestone 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

EXTRAS

Appendices

CONTENTS

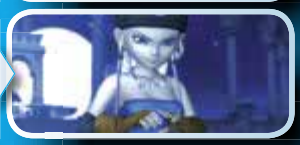
Achievements pg. 232



Barriers pg. 240



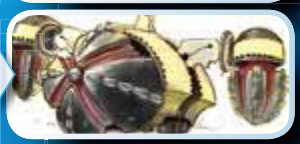
Items pg. 244



Monsters pg. 200



Art Gallery pg. 203





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

APPENDIX



Achievements

EARN 1,000 GAMER POINTS

Earning a full 1,000 achievement points is Blue Dragon's ultimate challenge, requiring equal parts meticulousness, patience, and thumb-blistering gamer skills. You'll find all 43 achievements listed below, along with strategies and page references. That includes the secret ones, so watch out for spoilers!

CATEGORY 1 COMBAT ACHIEVEMENTS

- Successful Back Attack — 5 pts.
- 100 Back Attacks — 30 pts.

Pulling off a single back attack is a snap, but pulling off 100 will take some effort. The easiest way to win this one is to return to an early game area like the Lot Wilderness as a high-level party and back attack foes as they flee from you. The back attack is tallied as soon as the battle begins, so it's okay to flee and attack the same foe repeatedly.

- Multi-Monster Encounter — 5 pts.
- 10+ Monsters in an Encounter — 30 pts.

Earning the "10+ Monsters in an Encounter" achievement near the Mecha Base in the Southern Giant Ice Field is a cinch, if you know the trick. Stand on the snow inside of the Mecha Base's groove, fire up a Field Barrier, and stand perfectly still. Whenever the Mecha Base circles past you, it will drop off a bunch of Roball enemies. Some will charge at you (dying when they hit your Field Barrier), but others will hang around a short distance away. After a few more Mecha Base passes, there should be a thick line of spectators—you can run right into their midst, fire up your Encounter Circle, and catch 10 with ease. You'll earn your achievement after you win the fight.









- 100 Monster Fight — 100 pts.

Even diligent Monster Fight-arrangers probably won't have anywhere near 100 Monster Fights under their belt at the end of the game (you can check your tally in the Battle Records page of the Encyclopedia). To earn this achievement with relative ease, set up a Monster Fight, then Flee on your first turn and immediately set it up again. You'll get a tally each time, even if you never actually win the battle.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
Combat Achievements
Interactive Events
Mini-Game Achievements
Level-Maxing Achievements
Collection Achievements
Shame Achievements
BARRIERS
ITEMS
MONSTERS
ART GALLERY

Beat King Poo — 30 pts.
Beat Golden Poo Snake — 30 pts.
Beat Gold Mecha Robo — 30 pts.

King Poo and the Gold Mecha Robo are optional super-bosses that are the two toughest foes in the game. For details on revealing them and strategies for beating them, see pages 227-229.

The Golden Poo Snake isn't so tough, but it requires a fairly high-level party to kill it before it can run away. It appears only on the Southern Deserted Island, which is the easternmost island of the archipelagos in the southern sea. (See page 202 for more details.)





CATEGORY 2 INTERACTIVE EVENTS

Closed Flying Fortress Door — 5 pts.

The game's first interactive event comes in the prologue, after Shu and his friends first acquire the Light Spheres and are chased down a hall by Mecha Robos. Once Shu grabs the door handle and the bar appears on the screen, hammer the A button as fast as you can. You'll be prompted to turn the handle three times, and if you can turn it so fast that not a single robot slips through, you'll earn the achievement. (See page 49 for more details.)



Pulled in the Flying Fortress — 5 pts.

This event occurs in Quest 1-4, when you visit the castle garden after spending your first night in Jibral Castle Town. You'll be asked to pull a chain by hammering on the A button at first, and then with the the Y or X buttons instead. Memorize their positions on the controller before you start so you don't have to waste time looking. (See page 101 for more details.)



Saved Kluke from Choking — 5 pts.

At the end of disc 2, Kluke's collar will come alive and attempt to squeeze the life out of her. One by one, your characters will have to yank at a leg and pull it away by pressing down on the left analog stick and whichever button (X, A, or B) the prompt suggests. If you can do so before Kluke takes damage, you'll win the achievement. If she does take damage, you can let her die and continue to try again. (See page 165 for more details.)



Summoned Shu's Shadow — 5 pts.

In the Devour Village event in Disc 3, Shu will finally manage to reclaim his shadow. If you hit the A button quickly, you'll have to fill three progressively longer energy bars, and will earn the achievement at the end. But if you press too slowly, you won't get the third energy bar, and will not earn the achievement. (See page 168 for more details.)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Rescued Kluke — 5 pts.

You'll earn this achievement in a disc 2 event that happens when you first approach Nene's Fortress. In this brief event, you'll have to tap the A button when prompts appear. You only have to press the button twice, and you can retry without penalty if you fail. (See page 152 for more details.)



Got to Nene Before Bomb Went Off — 5 pts.

To earn this achievement, you must complete the Nene's Fortress area at the end of disc 2 before the 60:00 timer ticks down to zero. You'll receive the achievement after completing the Yasato fight on the fifth floor. (See page 153 for more details.)



Escaped from Squashtrich — 5 pts.

At the end of disc 2 Nene will attempt to crush Shu with his Squashtrich, and you'll have to resist by hammering the X button as fast as you can. After you do, you'll be sent to a battle screen where you must select "Flee" to proceed. This is the hardest button-masher yet, but if you fail to enter the battle screen before Shu takes damage, you can let him die, continue, and try for the achievement again. (See page 165 for more details.)



CATEGORY 3 MINI-GAME ACHIEVEMENTS

Mechat Shooting Stage 1: Perfect — 30 pts.

The first Mechat Shooting Stage takes place at the very end of disc 1, after clearing the Flying Fortress. To earn the achievement you must play in Normal Mode and never get hit, which means obsessively targeting Nene's missiles and mines. Use your L and R bumpers to track Nene so he can't hit you from behind, and attack him exclusively with rockets—you can't risk your machine gun overheating when he sends a missile your way. (See page 107 for more details.)



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Mechat Shooting Stage 2: Perfect — 30 pts.

This shooting level begins when you pilot your Mechat into the Upper Mecha Base near Jibral, which is one of disc 3's optional areas. This time, "perfect" means destroying all of the Mecha Base's guns, not avoiding damage yourself, so this one is quite easy to beat. You won't complete the first stage until the final pink missile pod is destroyed, so take all the time you need to circle the base and shoot out its lower machine guns. In phase 2, you need to destroy all of the guns around the tower and at the tips of the wings before you destroy the tower at the top. (See page 204 for more details.)



Mechat Shooting Stage 3: Perfect — 30 pts.

The final Mechat stage occurs when you enter the site of Nene's Fortress in disc 3, so make sure you equip all your Mechat Parts before doing so. At first your foe will drop only mines, which you can easily blast with your machine gun as you launch wave after wave of missiles. When your foe falls behind, use the bumper buttons to quickly turn and target its missile barrages with side-to-side sweeps. When it nears death, a red glow will appear around its head, indicating a charging laser blast. Target that area with your machine gun to destroy the laser. It will then attempt to go out fighting with a large volley of missiles, but if you get a couple quick missile locks and continue to blast the head with your machine gun, you can destroy it before the missiles connect. (See page 211 for more details.)



Wagon Escort: Perfect — 30 pts.

The key to scoring a perfect in Quest 1-4's Wagon Escort mission is memorization—if you know exactly where your foes are coming from, you can stand where one appears and then charge quickly at the next. You'll find a step-by-step guide to this challenging mini-game below. (See page 97 for more details.)



1. Stay in front of the first wagon. A Fat Pack Rat will appear slightly to the left.

2. Move to the space between the two wagons. A Fat Pack Rat will appear to your right.

3. Stay in the center, and towards the left. A Fat Pack Rat will appear near you, and a Steel-Eating Tiger to your right.

4. After pushing the third rock down, Fat Pack Rats will appear to the left and right of the lead wagon. Take out the one to the left first.

5. Move behind and slightly to the left of the rear wagon. A Fat Pack Rat will appear there, another will appear between the two wagons and to the right, and a Steel-Eating Tiger will appear to the left of the front wagon. If you start from the back and work forward, you'll have just enough time to get them all.



6. After pushing the third rock in the second batch of rocks, Fat Pack Rats will appear to the left of either wagon, and a Steel-Eating Tiger will appear to the right of the first wagon. Hit the tiger first, then run past it and through the gap between the wagons to catch both rats within the same Encounter Circle.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





7. **When you push down the final rock, two rats will appear well in advance of the wagon.**



Moon Laser: Perfect — 30 pts.

Once again, the key is practice and memorization. The moons turn on the same patterns every time, as listed below, although the order will change if you fail to kill a moon in the listed order or kill one too early. The moons are numbered from left to right, with the ideal amount of laser charge listed in parenthesis beside it. For example, in Phase One begin charging on the far-right moon (#3), and hit it with two fully-charged blasts before moving on to the middle moon (#2). (See page 160 for more details.)



Phase two is much tougher—as soon as the crosshairs appears you need to move immediately to moon #2. The charge amounts are rough estimates; the important thing is that moon #1 gets blasts with a near-maximum charge so that it will be destroyed by the second shot. On the "quick shots," charge as much as you safely can, but don't push your luck.

PHASE ONE

3 (Max charge)
3 (Max charge; destroyed)
2 (Max charge)
1 (Max charge)
1 (Max charge; destroyed)
2 (3/4 charge; destroyed)

PHASE TWO

2 (3/4 charge)
1 (Max charge)
4 (1/3 charge)
3 (1/3 charge)
1 (Max charge; destroyed)
2 (1/3 charge)
3 (quick shot)
4 (quick shot)
4 (Max charge)
2 (1/3 charge; destroyed)
3 (quick shot)
4 (Max; destroyed)
3 (destroy at your leisure)



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CATEGORY 4 LEVEL-MAXING ACHIEVEMENTS

- Dragon: Max One Class 30 pts.
- Minotaur: Max One Class 30 pts.
- Phoenix: Max One Class 30 pts.
- Saber-Tooth: Max One Class 30 pts.
- Killer Bat: Max One Class 30 pts.
- Dragon: Max All Classes 50 pts.
- Minotaur: Max All Classes 50 pts.
- Phoenix: Max All Classes 50 pts.
- Saber-Tooth: Max All Classes 50 pts.
- Killer Bat: Max All Classes 50 pts.
- Maxed Out All Character Classes 50 pts.

There are several places where you can farm for SP while leaving your game unattended. To do so, find enemies who continuously respawn (the Laser Field moles, the Primitive Cube moths, or the ghosts on the Ghost-Yeet's Eastern Deserted Island, for example). Give a character the Field Barrier 3 skill and the MP Regenerate skill, and eat some Garlic to lure foes ever. Fire up your Field Barrier and then wedge something between the two analog sticks of your Xbox 360 controller (a full-sized iPod fits perfectly) so that both sticks are facing in opposite directions. Your character will run around in circles, hitting enemies with a Field Barrier and racking up SP. All you need to do is check in from time to time to switch to new classes or clear the screens that appear when you learn a new skill. It will take a while, but eventually you can have every shadow reach Rank 99 in every class.



You can do a similar trick to earn EXP if you have a rapid-fire controller; just don't use a Field Barrier and set the A button to auto-fire to zip through battles. Unfortunately such controllers are rare, so most players will have to get the Maxed Out All Character Levels achievement the hard way. At least you can equip everyone with Leis to speed things up a bit.

CATEGORY 5 COLLECTION ACHIEVEMENTS

- Equipped All Mechat Parts 50 pts.

You'll earn this achievement once you've collected all nine of the Mechat Parts and had them equipped at the Mechat Dock. Here's the full list:

- *Lock-On Upgrade Part A (Gift from Toripo at Aurora Ruins)*
- *Lock-On Upgrade Part B (Found in Exile Forest*)*
- *Missile Upgrade Part A (Found in Mecha Base 4F)*
- *Missile Upgrade Part B (Found in Mountain Sheep Camp*)*
- *Coating Part A (Found in Upper Mecha Base 4F)*
- *Coating Part B (Found in Kelaso Village*)*
- *Laser Barrier Parts (Found in Sea Cube Deepest Area)*
- *Heatsink Parts (Found in Eastern Deserted Island)*
- *Weapon Parts (Found in Ancient Forest - Ruins)*

**Black Device required*



- Got All Dragon Items 10 pts.
- Got Dragon Bracelet 10 pts.

You'll collect one of the five fangs (the "Dragon Items") each time you destroy one of the optional Legendary Dragon bosses. For more details, you can find directions and strategies for each Dragon beginning on page 224. When you bring the five fangs to the chief of Kelaso Village, he'll give you the Dragon Bracelet and the second achievement.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Got Ultimate Weapon Bracelet — 10 pts.

Got Final War Necklace — 10 pts.

You acquire these items by collecting Mystery Parts and giving them to the researcher in the Jibral Castle Basement. To get the Ultimate Weapon Bracelet, you'll need:

Mystery Part Alpha (found in Mural Town)
Mystery Part Beta (found in Ancient Factory)
Mystery Part Gamma (found in Upper Mecha Base)

To get the Final War Necklace, you'll need

Mystery Part Un (found in Alumaru Village Treasure Storehouse)
Mystery Part Deux (found in the Sea Cube's Deepest Level)
Mystery Part Troix (found on the Western Deserted Island)



Activated All Warp Devices — 25 pts.

There are 24 Warp Devices in all (the first is already active). If you don't earn this achievement before the last boss, compare your Warp list to the locations shown here to figure out which one you missed.

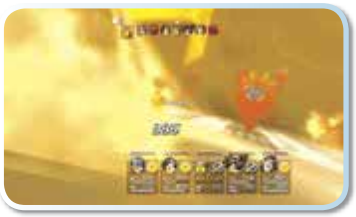
Wilderness Camp	*Baroy Town*
Drill Machine	*Ancient Factory*
Ancient Hospital Ruins	*Ancient Prison*
Lago Village	*Pachess Town*
Forest Camp	*Devour Village*
Forest of the Dead	*Noluta Village*
Gul Mountains	*Lal Mountains Camp*
Talta Village	*Kelaso Village*
Mural Town	*Sea Cube*
Jibral Castle	*Mecha Robo Cube*
Alumaru Village	*Primitive Cube*
Laser Field	*Cauldron Chamber*

Removed All Barriers — 25 pts.

See the Barriers section of this book for a complete list of the colored barriers in the game.

Completed Monster Record — 25 pts.

Finding all of the game's monsters isn't easy, especially when some appear only once or can only be spawned by other enemies. You can find a full list of monsters by Encyclopedia Number in the Monsters section of this book, with page references to help you track the missing ones down. But some monsters are spawned by other monsters, so if you kill the spawner too quickly, you may never earn the spawnee's record. Here are a few rare monsters to watch out for:







- **Skeleton Generals (#82) appear when summoned by the Scything Skull-Spider boss in the Pachess Underground area.**
- **Intercept Dynadrones (#59) appear when summoned by Versatile Mecha Robos in Nene's Fortress at the end of disc 2.**
- **The Servant Mecha Robo A (#83) and B (#85) appear only in the Yasato boss fight at the end of disc 2. Make sure to destroy them then before you destroy Yasato's Controller.**
- **Skeleton Monkeys (#169) appear when you arrange a Monster Fight between a Scavenger Wolf Ghost and a Zombie Monkey.**
- **Don't destroy the Rockwind Wolf Ghost boss too quickly, or it won't be able to split into the Gale Wolf Ghost (#41) and the Stone Wolf Ghost (#42).**
- **Electrogue Part A (#210) and Electrogue Part B (#212) appear when a wounded Security Electrogue in the Upper Mecha Base splits apart.**
- **Balloon Toads (#153) appear when a Kelolon is killed in front of a Kelolon Defender. These foes only fight together in the Sea Cube.**
- **Cursed Spine Ghosts (#186) and Sanguine Slashers (#199) appear when summoned by Wandering Sage enemies in the Primitive Cube.**

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

- Red Razor Ghosts (#185) appear when a Bowa-Bowa and a Lazy Spine Ghost in the same enemy party fuse together. This happens only in the Primitive Cube, and only rarely.



Completed Items Record — 25 pts.

At the end of the game it's easy to go back and hunt down the items you missed, but there are a few items that are only available for a brief time. If you miss these, there's no going back:





- The Special Gift Card (#328) is available only during the party at the end of disc 1. Don't leave the party without it!

- Early in disc 2, get the Shield Earring (#281) from the Jibral Guard in Café Jibral and the Designer Vase (#327) at the vase workshop. These items are not available later in the game.

- The Supermetal Bracelet (#170) and Supermetal Ring (#205) are sold only briefly in Baroy Town, after you earn the Blue Device. Buy them before completing that quest!

- Nene's Ring (#215) can only be stolen from Ultimate Szabo, and Nene's Earring (#217) can only be stolen from the Phantom Dragon. You get only one shot at each boss, so save first and reset if you steal the common item instead.

- Two items, a Rare Flower and Toripo's Autograph (#335 and #337), appear only during the game's ending, so you can't earn this achievement before battling the last boss.

Got 1,000,000 Gold — 25 pts.

If you've played through all the optional areas and opened every treasure chest, this achievement shouldn't be too hard to earn. Check your Adventure Records to see what the combined value of all your items are, then sell everything at a shop to push yourself over a million gold. (And then reset your game without saving, of course.)

Category 6 — Shame Achievements

Escaped More Than 50 Times — 0 pts.

Ambushed More Than 50 Times — 0 pts.

These 0-point achievements seem designed to shame careless players. But if you want 'em, allow foes to hit you in the back and then flee from battle so they can do it again.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

You'll discover many chests wrapped in colored barriers on your journey. To deactivate the barriers, you simply need to return after collecting the Device of the same color. Below you'll find a list of every chest that's wrapped in a barrier or a blocked by one—deactivate them all to earn the All Barriers Unlocked achievement.



Barriers

CHEST COMPENDIUM

BARRIERS

000
Location: **Baroy Town**
Contents: **Barrier Magic Heart**



001
Location: **Baroy Town**
Contents: **Generalist Heart**



002
Location: **Baroy Town**
Contents: **Flawless Sapphire**



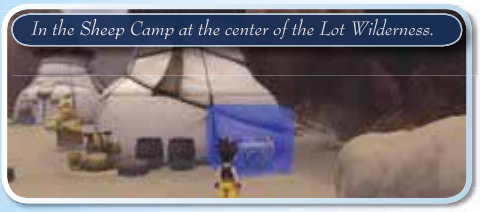
003
Location: **Jibral Castle**
Contents: **Shell Earring**



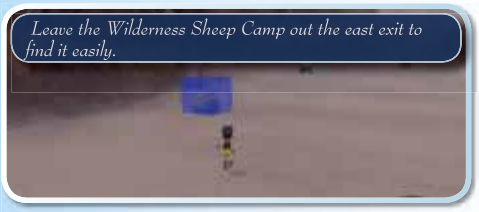
004
Location: **Jibral Castle Town**
Contents: **Poo Bracelet**



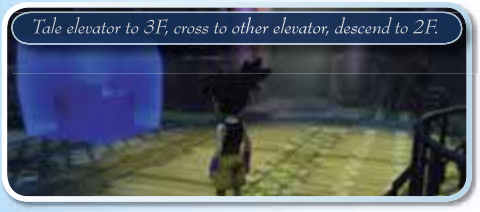
005
Location: **Wilderness Sheep Camp**
Contents: **Ancient Warrior's Bracelet**



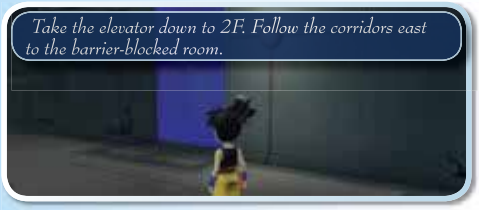
006
Location: **Lot Wilderness East**
Contents: **Cross Trainers**



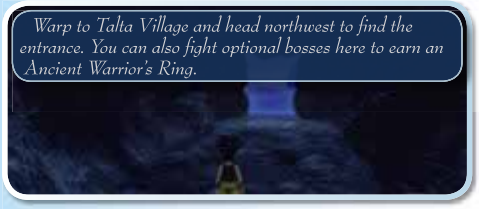
007
Location: **Drill Machine**
Contents: **Ancient Warrior's Necklace**



008
Location: **Ancient Hospital Ruins**
Contents: **Ancient Warrior's Earring**



009
Location: **Ancient Ruins - Caverns**
Contents: **Bellybutton Ring of Fire**

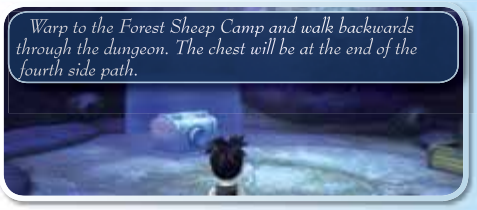


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

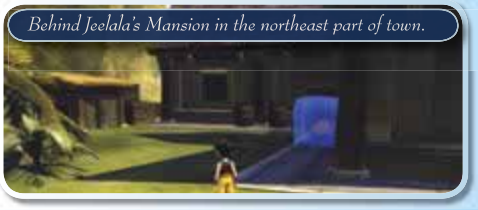


CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
Blue
Red
Green
White
Black
ITEMS
MONSTERS
ART GALLERY

Location: Undersea Cavern
Contents: Flip-Flops
010



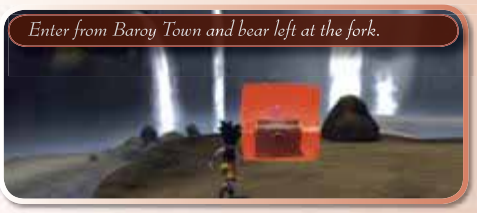
Location: Alumaru Village
Contents: Alacrity Elixir
011



Location: Ancient Factory
Contents: Crystal Ring
000



Location: Underground River
Contents: Shoes of the Ancients
001



Location: Jibral Castle Lounge
Contents: Shell Badge
002



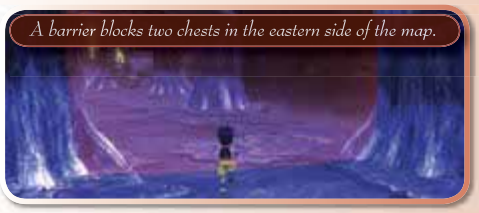
Location: Jibral Castle Basement
Contents: Lv 5 - Waterus
003



Location: Jibral Castle Inner Courtyard
Contents: Chain
004



Location: Gul Moutains
Contents: Chain, Medals x 40
005



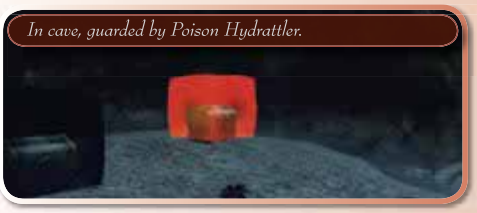
Location: Mural Town
Contents: Black Belt
006



Location: Wire Highlands
Contents: Crystal Bracelet
007



Location: Exile Forest - Cavern
Contents: Epistle of the King Ghost
008



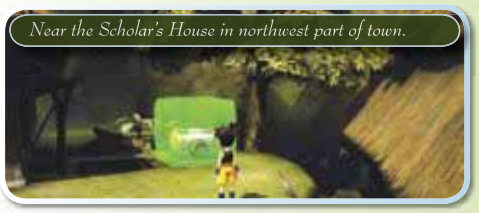
Location: Lot Wilderness - West
Contents: Bellybutton Ring of Water
000



Location: Devour Forest
Contents: Stone Shoes
001



Location: Alumaru Village
Contents: Mirror Earring
002



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BARRIERS

GREEN GREEN GREEN GREEN GREEN

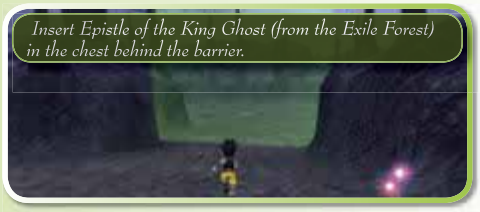
003
Location: Gul Mountains
Contents: Lv 5 - Windus



004
Location: Wire Highlands
Contents: Cross Trainers



005
Location: The Forest of the Dead
Contents: Crown of the King Ghost



WHITE WHITE WHITE WHITE WHITE

000
Location: Jibral Castle Basement
Contents: Lv 0 - Groundus



001
Location: Ancient Hospital Ruins 3F
Contents: Lv 5 - Shellus



002
Location: Ancient Hospital Ruins 1F
Contents: Lv 5 - Slowus / Lv 0 - Trapfloorus



003
Location: Mural Town
Contents: Gravitic Ring



WHITE WHITE WHITE WHITE WHITE

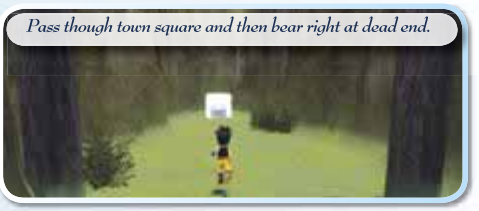
004
Location: Ancient Prison
Contents: Belt of Hermes



005
Location: Ancient Prison
Contents: Champion's Belt



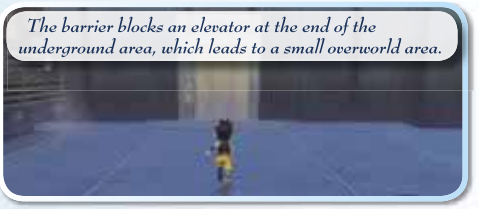
006
Location: Pachess Town
Contents: Lv 0 - Quickus



007
Location: Pachess Town
Contents: Lv 6 - Zephyrus



008
Location: Pachess Town Underground
Contents: Prismatic Crystal, Flawless Emerald



009
Location: Devour Village
Contents: Medals x 9



0010
Location: Ancient Factory
Contents: Ballet Shoes



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

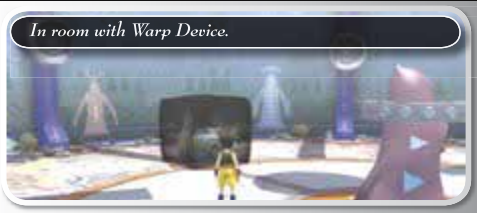


CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
Blue
Red
Green
White
Black
ITEMS
MONSTERS
ART GALLERY

000
Location: Exile Forest - Cavern
Contents: Lock-On Upgrade Part B



001
Location: Mural Town
Contents: Eternity Earring



002
Location: Ancient Factory
Contents: Renew Earring / Shoes of Hermes



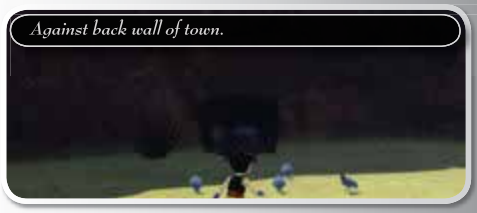
003
Location: Devour Forest
Contents: Ribbon



004
Location: Sea Cube
Contents: Renew Bracelet



005
Location: Mountain Sheep Camp
Contents: Missile Upgrade Part B



006
Location: Mecha Base 1F
Contents: Ballet Shoes



007
Location: Mecha Base 3F
Contents: Belt of Hermes



008
Location: Mecha Base 3F
Contents: Eternity Bracelet



009
Location: Kelaso Village
Contents: Coating Part B / Eternal Engine Necklace



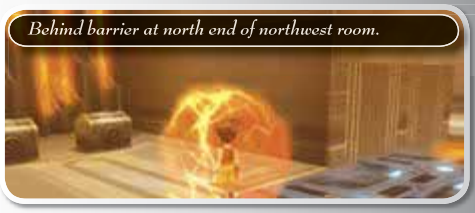
010
Location: Mecha Robo Cube
Contents: Mega MP Up Elixir



011
Location: Mecha Robo Cube
Contents: Mega HP Up Elixir



012
Location: Primitive Cube - Level 1
Contents: Mega HP Up Elixir / Himiko's Necklace



013
Location: Primitive Cube - Level 1
Contents: Guardian Heart / Himiko's Earring



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Items

SUPPLIES & EQUIPMENT

Healing Items

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
1	Medicine	Heals about 30 HP.	Ally/Enemy	Single	YES	YES	30	15	Buy at Wilderness Sheep Camp
2	Mega Medicine	Heals about 100 HP.	Ally/Enemy	Single	YES	YES	100	50	Buy at Jibral Castle Town
3	Ultra Medicine	Heals about 200 HP.	Ally/Enemy	Single	YES	YES	500	250	Buy at Baroy Town
4	Magical Medicine	Restores about 20 MP.	Ally/Enemy	Single	YES	YES	250	125	Buy at Wilderness Sheep Camp
5	Mega Magical Medicine	Restores about 50 MP.	Ally/Enemy	Single	YES	YES	500	250	Buy at Jibral Castle Town
6	Ultra Magical Medicine	Restores about 100 MP.	Ally/Enemy	Single	YES	YES	800	400	Buy at Baroy Town
7	Light Crystal	Heals about 50 HP to all.	Ally/Enemy	All	YES	YES	500	250	Buy at Jibral Castle Town
8	Grand Light Crystal	Heals about 100 HP to all.	Ally/Enemy	All	YES	YES	800	400	Buy at Baroy Town
9	Shadow Crystal	Restores about 20 MP to all.	Ally/Enemy	All	YES	YES	450	225	Buy at Jibral Castle Town
10	Grand Shadow Crystal	Restores about 80 MP to all.	Ally/Enemy	All	YES	YES	1,000	500	Buy at Baroy Town
11	Phoenix Talon	Revives someone who has been KO'd.	Ally/Enemy	Single	NO	YES	100	50	Buy at Wilderness Sheep Camp
12	Phoenix Wing	Revives a KO'd character with full MP.	Ally/Enemy	Single	NO	YES	—	500	Find in Forest of the Dead
13	Aurora Droplet	Restores about 200 MP and HP.	Ally/Enemy	Single	YES	YES	—	1,000	Find in Noluta Village
14	Forbidden Crystals	Completely restores the target's MP and HP.	Ally/Enemy	Single	YES	YES	—	—	Trade Banana to monkey in Lal Wilderness Sheep Camp
15	Fresh Garlic	Heals about 100 HP and adds Stink.	Ally/Enemy	Single	YES	YES	80	40	Buy at Wilderness Sheep Camp
16	Stout Garlic	Heals about 250 HP and adds Stink.	Ally/Enemy	Single	YES	YES	300	150	Buy at Jibral Castle Town
17	Sahlia's Cookie	Restores about 100 HP and 50 MP.	Ally/Enemy	Single	YES	YES	—	—	Receive from Sahlia in Devour Village
18	Radiant Flour	Heals about 10 HP.	Ally/Enemy	Single	YES	YES	150	75	Buy at Mecha Robo Cube
19	Zephyr Chocolate	Restores about 10 MP.	Ally/Enemy	Single	YES	YES	180	90	Buy at Mecha Robo Cube
20	Antidote	Cures the Poison status ailment.	Ally/Enemy	Single	YES	YES	25	13	Buy at Lago Village
21	Deodorant	Cures the Stink status ailment.	Ally/Enemy	Single	YES	YES	20	10	Buy at Wilderness Sheep Camp
22	Mobility Balm	Cures the Paralyze status ailment.	Ally/Enemy	Single	YES	NO	20	10	Buy at Lago Village
23	Steadiness Salve	Cures the Dizzy status ailment.	Ally/Enemy	Single	YES	NO	20	10	Buy at Lago Village
24	Princess' Kiss	Cures the Kelolon status ailment.	Ally/Enemy	Single	YES	NO	20	10	Buy at Jibral Castle Town
25	Stone-Be-Gone	Cures someone who has been petrified.	Ally/Enemy	Single	YES	YES	30	15	Buy at Jibral Castle Town
26	Mental Surge	Cures Sleep, Panic, and Stun ailments.	Ally/Enemy	All	NO	YES	200	100	Buy at Alumaru Village
27	No-Ghost Device	Cures the Zombie and Ghost ailments.	Ally/Enemy	All	NO	YES	250	125	Buy at Alumaru Village
28	Cure-All	Cures all status ailments.	Ally/Enemy	Single	YES	YES	—	750	Find in Undersea Caverns

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Attack Items

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
29	Thorn Grass	Inflicts a small amount of damage on a row	Ally/Enemy	Row	NO	YES	—	75	Find in the Ancient Cave
30	Thorn Vines	Inflicts a moderate amount of damage on a row.	Ally/Enemy	Row	NO	YES	—	175	Find in Lot Wilderness - West
31	Thorn Branch	Inflicts a large amount of damage on a row.	Ally/Enemy	Row	NO	YES	—	425	Find in overworld near Gul Mountains
32	Ruby	Inflicts a small amount of Fire damage.	Ally/Enemy	Single	NO	YES	—	100	Find at Mechat Crash Site
33	Grand Ruby	Inflicts a moderate amount of Fire damage to all.	Ally/Enemy	All	NO	YES	—	250	Find at Forest Sheep Camp
34	Flawless Ruby	Inflicts a large amount of Fire damage to all	Ally/Enemy	All	NO	YES	—	500	Find in Gul Mountains
35	Emerald	Inflicts a small amount of Wind damage.	Ally/Enemy	Single	NO	YES	—	100	Find in Lot Wilderness - East
36	Grand Emerald	Inflicts a moderate amount of Wind damage to all.	Ally/Enemy	All	NO	YES	—	250	Find in Gul Mountains
37	Flawless Emerald	Inflicts a large amount of Wind damage to all.	Ally/Enemy	All	NO	YES	—	500	Find in overworld near Gul Mountains
38	Sapphire	Inflicts a small amount of Water damage.	Ally/Enemy	Single	NO	YES	—	100	Find at Wilderness Sheep Camp
39	Grand Sapphire	Inflicts a moderate amount of Water damage to all.	Ally/Enemy	All	NO	YES	—	250	Find in Gul Mountains
40	Flawless Sapphire	Inflicts a large amount of Water damage to all.	Ally/Enemy	All	NO	YES	—	500	Find in Gul Mountains
41	Amethyst	Inflicts a small amount of Earth damage.	Ally/Enemy	Single	NO	YES	—	100	Find in Lot Wilderness - West
42	Grand Amethyst	Inflicts a moderate amount of Earth damage to all.	Ally/Enemy	All	NO	YES	—	250	Find in overworld near Gul Mountains
43	Flawless Amethyst	Inflicts a large amount of Earth damage to all.	Ally/Enemy	All	NO	YES	—	500	Find in Gul Mountains

Support Items

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
44	Kelolon Powder	Turns the target into a Kelolon.	Ally/Enemy	Single	NO	YES	—	75	Find in Lot Wilderness - West
45	Poison Powder	Inflicts the Poison status ailment on everyone.	Ally/Enemy	All	NO	YES	—	225	Find in Ancient Hospital Ruins (3F)
46	Sleep Powder	Inflicts the Sleep status ailment on everyone.	Ally/Enemy	All	NO	YES	—	250	Find at Wilderness Sheep Camp
47	Kelolon Elixir	Raises a Kelolon's chance for a critical hit.	Ally	Single	NO	YES	350	175	Buy at Alumaru Village
48	Vitality Elixir	Restores HP over time during battle.	Ally/Enemy	Single	NO	YES	300	150	Buy at Mecha Robo Cube
49	Magic Elixir	Restores MP over time during battle.	Ally/Enemy	Single	NO	YES	500	250	Buy at Mecha Robo Cube
50	The Way of the Thief	Steals an item when you attack.	Ally	Single	NO	YES	—	325	Find at Wilderness Sheep Camp
51	Prismatic Crystal	Halves HP and gives 50 HP to allies.	Ally	All	NO	YES	—	325	Find in overworld near Gul Mountains
52	Repeater Weed	Allows 2 attacks for 2 turns during battle.	Ally	Single	NO	YES	—	375	Find in overworld near Undersea Caverns
53	Power-Swap Dart	Swaps your HP and MP during battle.	Ally	Single	NO	YES	—	400	Find in Gul Mountains
54	Gorgo Elixir	Raises your maximum HP value during battle.	Ally	Single	NO	YES	—	400	Find in Mural Valley - West
55	Devee Elixir	Raises your maximum MP value during battle.	Ally	Single	NO	YES	—	550	Find in overworld near Gul Mountains
56	Iridescent Wind	Dispels magical effects.	Ally/Enemy	Single	NO	YES	—	425	Find in overworld near Gul Mountains
57	Iridescent Cyclone	Cancels a target's charge.	Ally/Enemy	Single	NO	YES	—	425	Find in Forest of the Dead
58	Ancient Fossil	Slightly reduces physical damage.	Ally/Enemy	Single	NO	YES	—	500	Find in Mural Valley - West
59	Ancient Feather	Slightly reduces magical damage.	Ally/Enemy	Single	NO	YES	—	600	Find in Mural Valley - West
60	Part of Eternal Engine	Slightly increases movement speed.	Ally/Enemy	Single	NO	YES	—	1,000	Find in overworld near Talta Village
61	Broken Eternal Engine	Slightly decreases movement speed.	Ally/Enemy	Single	NO	YES	—	1,000	Find in Mural Valley - East
62	Invisibility Elixir	Turns you invisible for a short time.	Ally	All	YES	NO	—	150	Find in Ancient Hospital Ruins (1F)
63	Mega Invisibility Elixir	Turns you invisible for a long time.	Ally	All	YES	NO	—	250	Find in Forest of the Dead

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Enhancement Items

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
64	Brawler Elixir	Increases your attack power by 1.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
65	War-Mage Elixir	Increases your magical attack power by 1.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
66	Fortification Elixir	Increases your defense power by 1.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
67	Magical Fortification Elixir	Increases your magical defense power by 1.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
68	Alacrity Elixir	Increases your agility by 1.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
69	Body Builder's Elixir	Increases your maximum HP by 1.	Ally	Single	YES	NO	—	—	Find in Jibral Castle Town Bodyguard's Office
70	HP Up Elixir	Increases your maximum HP by 3.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
71	MP Boost Elixir	Increases your maximum MP by 3.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
72	Mega HP Up Elixir	Increases your maximum HP by 10.	Ally	Single	YES	NO	—	—	Find in Ancient Hospital Ruins (3F)
73	Mega MP Up Elixir	Increases your maximum MP by 10.	Ally	Single	YES	NO	—	—	Find in Ancient Hospital Ruins (entrance)
74	Golden Eternal Engine	Increases your agility by 3.	Ally	Single	YES	NO	—	—	Earn by defeating Gold Mecha Robo
75	Sword Master Heart	Increases your Sword Master class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
76	Guardian Heart	Increases your Guardian class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
77	Monk Heart	Increases your Monk class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
78	Assassin Heart	Increases your Assassin class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
79	Black Magic Heart	Increases your Black Magic class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
80	White Magic Heart	Increases your White Magic class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
81	Barrier Magic Heart	Increases your Barrier Magic class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
82	Support Magic heart	Increases your Support Magic class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
83	Generalist Heart	Increases Generalist class by 1 rank.	Ally	Single	YES	NO	2+ Medals	—	Buy from Toripo
84	All-Heart	Increases all of your classes by 1 rank.	Ally	Single	YES	NO	—	—	Find in Primitive Cube (Chamber of the Cauldron)
85	Golden Poo	Increases your maximum HP by 15.	Ally	Single	YES	NO	—	—	Earn by defeating King Poo

Spellbooks

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
86	Lv 1 - Heal	Restores HP.	Ally/Enemy	Single	YES	YES	—	—	Included with shadows
87	Lv 1 - Cure Poison	Cures the Poison status ailment.	Ally/Enemy	Single	YES	YES	600	—	Buy in Drill Machine
88	Lv 1 - Shine	Inflicts Light damage.	Ally/Enemy	Single	NO	YES	550	—	Buy at Lago Village
89	Lv 2 - Kelolon	Cures the Kelolon status ailment.	Ally/Enemy	Single	NO	YES	1,000	—	Buy at Lago Village
90	Lv 2 - Zephyr	Restores a small amount of everyone's HP.	Ally/Enemy	All	YES	YES	1,200	—	Buy at Lago Village
91	Lv 2 - Regenerate	Gradually restores everyone's HP.	Ally/Enemy	Single	NO	YES	1,050	—	Buy at Lago Village
92	Lv 3 - Heala	Restores target's HP.	Ally/Enemy	Single	YES	YES	2,250	—	Buy at Mural Town
93	Lv 3 - Revive	Cures the KO status ailment.	Ally	Single	NO	YES	2,350	—	Buy at Jibral Castle Town
94	Lv 3 - Cancel	Cancels the target's charge.	Ally/Enemy	Single	NO	YES	2,100	—	Buy at Jibral Castle Town
95	Lv 4 - Cure Paralysis	Cures the Paralyze status ailment.	Ally/Enemy	Single	NO	YES	3,100	—	Buy at Alumaru Village
96	Lv 4 - Zephyra	Restore everyone's HP.	Ally/Enemy	All	YES	YES	3,300	—	Buy at Alumaru Village
97	Lv 4 - Shina	Inflicts Light damage and Stun to all.	Ally/Enemy	All	NO	YES	2,900	—	Find in Forest of the Dead
98	Lv 5 - Healus	Restores a large amount of the target's HP.	Ally/Enemy	Single	YES	YES	4,350	—	Buy at Mecha Robo Cube
99	Lv 5 - Regenera	During battle, this will restore HP over time.	Ally/Enemy	Single	NO	YES	4,250	—	Buy at Mecha Robo Cube
100	Lv 5 - Erase	Dispels magical effects.	Ally/Enemy	Single	NO	YES	4,050	—	Buy at Mecha Robo Cube
101	Lv 6 - Cure-All	Cures all status ailments.	Ally/Enemy	Single	YES	YES	5,100	—	Buy at Mecha Robo Cube
102	Lv 6 - Zephyrus	Heals a large amount of everyone's HP.	Ally/Enemy	All	YES	YES	—	—	Find in Pachess Town
103	Lv 6 - Previve	Automatically revives someone wo is KO'd.	Ally	Single	NO	YES	—	—	Find in Mecha Base (2F)
104	Lv 1 - Flare	Inflicts a small amount of Fire damage.	Ally/Enemy	Single	NO	YES	600	—	Buy at Wilderness Sheep Camp

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
105	Lv 1 - Wind	Inflicts a small amount of Wind damage.	Ally/Enemy	Single	NO	YES	—	—	Included with shadows
106	Lv 1 - Water	Inflicts a small amount of Water damage.	Ally/Enemy	Row	NO	YES	450	—	Buy at Wilderness Sheep Camp
107	Lv 2 - Ground	Inflicts a small amount of Earth damage.	Ally/Enemy	All	NO	YES	850	—	Buy at Lago Village
108	Lv 2 - Extract	Absorbs HP.	Ally/Enemy	Single	NO	YES	1,200	—	Buy at Lago Village
109	Lv 2 - Shadow	Inflicts a small amount of Dark damage.	Ally/Enemy	Single	NO	YES	1,100	—	Buy at Lago Village
110	Lv 3 - Flara	Inflicts Fire damage on targets.	Ally/Enemy	Single	NO	YES	2,300	—	Buy at Mural Town
111	Lv 3 - Winda	Inflicts Wind damage on targets.	Ally/Enemy	Single	NO	YES	1,950	—	Buy at Mural Town
112	Lv 3 - Watera	Inflicts Water damage on targets.	Ally/Enemy	Row	NO	YES	2,150	—	Buy at Jibral Castle Town
113	Lv 4 - Grounda	Inflicts Earth damage on targets.	Ally/Enemy	All	NO	YES	3,100	—	Buy at Jibral Castle Town
114	Lv 4 - Extracts	Absorbs MP.	Ally/Enemy	Single	NO	YES	3,300	—	Buy at Alumaru Village
115	Lv 4 - Shadowa	Inflicts Dark damage on targets.	Ally/Enemy	Single	NO	YES	2,850	—	Buy at Alumaru Village
116	Lv 5 - Flarus	Inflicts a large amount of Fire damage.	Ally/Enemy	Single	NO	YES	4,300	—	Buy at Mecha Robo Cube
117	Lv 5 - Windus	Inflicts a large amount of Wind damage.	Ally/Enemy	Single	NO	YES	3,800	—	Buy at Mecha Robo Cube
118	Lv 5 - Waterus	Inflicts a large amount of Water damage.	Ally/Enemy	Row	NO	YES	3,940	—	Buy at Mecha Robo Cube
119	Lv 6 - Groundus	Inflicts a large amount of Earth damage.	Ally/Enemy	All	NO	YES	—	—	Find in Jibral Castle Basement
120	Lv 6 - Extractus	Absorbs HP and MP.	Ally/Enemy	Single	NO	YES	5,300	—	Buy at Mecha Robo Cube
121	Lv 6 - Shadowus	Inflicts a large amount of Dark damage.	Ally/Enemy	Single	NO	YES	—	—	Find in Sea Cube - Deepest Layer
122	Lv 1 - Slow	Slightly decreases movement speed.	Ally/Enemy	Single	NO	YES	500	—	Buy at Wilderness Sheep Camp
123	Lv 1 - Sleep	Inflicts the Sleep status ailment.	Ally/Enemy	Single	NO	YES	450	—	Buy at Lago Village
124	Lv 1 - Deflect	Reduces the target's chance to inflict a critical hit.	Ally/Enemy	Single	NO	YES	550	—	Find in Talta Village
125	Lv 2 - Quick	Slightly increases movement speed.	Ally/Enemy	Single	NO	YES	950	—	Buy at Lago Village
126	Lv 2 - Dizzy	Inflicts the Dizzy status ailment.	Ally/Enemy	Single	NO	YES	1,000	—	Buy at Jibral Castle Town
127	Lv 2 - Poison	Poisons the target.	Ally/Enemy	Single	NO	YES	850	—	Buy at Jibral Castle Town
128	Lv 3 - Slowa	Decreases movement speed.	Ally/Enemy	Single	NO	YES	2,200	—	Buy at Jibral Castle Town
129	Lv 3 - Panic	Inflicts the Panic status ailment.	Ally/Enemy	Single	NO	YES	1,900	—	Buy at Alumaru Village
130	Lv 3 - Anchor	Lower's the target's evasion rate.	Ally/Enemy	Single	NO	YES	2,100	—	Buy at Alumaru Village
131	Lv 4 - Quicka	Increases movement speed.	Ally/Enemy	Single	NO	YES	3,250	—	Buy at Baroy Town
132	Lv 4 - Kelolon	Inflicts the Kelolon status ailment.	Ally/Enemy	Single	NO	YES	3,450	—	Buy at Alumaru Village
133	Lv 4 - Attack Up	Increases physical attack strength.	Ally/Enemy	Single	NO	YES	3,050	—	Buy at Baroy Town
134	Lv 5 - Slowus	Greatly decreases movement speed.	Ally/Enemy	Single	NO	YES	4,100	—	Buy at Mecha Robo Cube
135	Lv 5 - Paralyze	Inflicts the Paralyze status ailment.	Ally/Enemy	Single	NO	YES	4,300	—	Buy at Mecha Robo Cube
136	Lv 5 - HP Max Up	Increases maximum level of HP during battle.	Ally	Single	NO	YES	4,200	—	Buy at Mecha Robo Cube
137	Lv 6 - Quickus	Greatly increases movement speed.	Ally/Enemy	Single	NO	YES	5,100	—	Find in Pachess Town
138	Lv 6 - Curse	Lowers both physical and magical attack power.	Ally/Enemy	Single	NO	YES	4,800	—	Buy at Mecha Robo Cube
139	Lv 6 - Magic Atk Up	Increases magical attack.	Ally/Enemy	Single	NO	YES	—	—	Find in Mecha Base (1F)
140	Lv 1 - Shield	Slightly increases physical defense.	Ally/Enemy	Single	NO	YES	500	—	Buy at Wilderness Sheep Camp
141	Lv 1 - Shell	Slightly increases magical defense.	Ally/Enemy	Single	NO	YES	500	—	Buy at Lago Village
142	Lv 1 - Heal Up	Increases HP recovery power.	Ally/Enemy	Single	NO	YES	650	—	Buy at Talta Village
143	Lv 2 - Trapflor	Sets up a trapped area that inflicts damage.	Ally/Enemy	Single	NO	YES	900	—	Buy at Lago Village
144	Lv 2 - Resist	Wards against Poison and Sleep status ailments.	Ally/Enemy	Single	NO	YES	1,100	—	Find in Gul Mountains
145	Lv 2 - Wall	Prevents a single physical attack.	Ally/Enemy	Single	NO	YES	1,150	—	Buy at Lago Village
146	Lv 3 - Shielda	Increases physical defense strength.	Ally/Enemy	Single	NO	YES	2,400	—	Buy at Jibral Castle Town

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
147	Lv 3 - Shella	Increases magical defense.	Ally/Enemy	Single	NO	YES	2,350	—	Buy at Alumaru Village
148	Lv 3 - Reflect	Reflects a single magical spell.	Ally/Enemy	Single	NO	YES	2,400	—	Buy at Jibral Castle Town
149	Lv 4 - Trapfloora	Sets up a trapped area that inflicts damage.	Ally/Enemy	Row	NO	YES	2,800	—	Buy at Alumaru Village
150	Lv 4 - Resista	Wards against Panic and Paralyze status ailments.	Ally/Enemy	Single	NO	YES	3,150	—	Buy at Alumaru Village
151	Lv 4 - Walla	Prevents a single magical attack.	Ally/Enemy	Single	NO	YES	3,250	—	Buy at Baroy Town
152	Lv 5 - Shieldus	Greatly increases physical defense.	Ally/Enemy	Single	NO	YES	4,200	—	Buy at Kelaso Village
153	Lv 5 - Shellus	Greatly increases magical defense.	Ally/Enemy	Single	NO	YES	4,250	—	Buy at Kelaso Village
154	Lv 5 - Reflecta	Reflects two magical spells.	Ally/Enemy	Single	NO	YES	4,400	—	Buy at Kelaso Village
155	Lv 6 - Trapfloorus	Sets up a trapped area that inflicts damage.	Ally/Enemy	Row	NO	YES	—	—	Find in Ancient Hospital Ruins (1F)
156	Lv 6 - Resistus	Wards against the Petrify status ailment and Instant KO.	Ally/Enemy	Single	NO	YES	4,900	—	Buy at Mecha Robo Cube
157	Lv 6 - Wallus	Defends against a single physical and magical attack.	Ally/Enemy	Single	NO	YES	—	—	Find in Sea Cube - Deepest Layer

Valuables

Please turn to the next section for expanded coverage of items #158 through #317, which include equipable objects.

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
318	Creature Compendium	May provide information about foes during battle.	Enemy	Single	NO	YES			Find in Flying Fortress
319	Light Sphere	Mysterious light sphere.	Ally	n/a	NO	NO			Find in Flying Fortress
320	Warp Key	Key that will activate a Warp Device.	Ally	n/a	NO	NO			Find in Drill Machine
321	Glowing Liquid	Ancient remedy for disease afflicting the Devee.	Ally	n/a	NO	NO			Find in Ancient Hospital Ruins (3F)
322	Spirit of the Elder Tree	A spirit of the Elder Tree found in the Forest of the Dead	Ally	n/a	NO	NO			Find in Forest of the Dead
323	Gabo Leaf	Herbal remedy for disease afflicting the Devee.	Ally	n/a	NO	NO			Find in Forest of the Dead
324	Shabby Book	A worn-out book that was exposed to the elements.	Ally	n/a	NO	NO			Find in Mural Valley - East
325	Fushira's Letter	Letter that Fushira wrote to Shu and his friends.	Ally	n/a	NO	NO			Find in Talta Village (Fushira's Workshop)
326	Ancient Phonograph	An ancient device used for listening to songs.	Ally	n/a	YES	NO			Find in Talta Village (Kluke's House)
327	Designer Vase	The designer vase you found in downtown Jibral.	Ally	n/a	NO	NO			Receive in Jibral Castle Town vase workshop event (disc 2 only)
328	Special Gift Card	A gift card for Cafe Jibral, in downtown Jibral.	Ally	n/a	NO	NO			Receive in Jibral Castle event (end of disc 1 only)
329	Heaving Herb	Cures the Heaving Sickness.	Ally	n/a	NO	NO			Receive in Forest Sheep Camp event
330	Cookie Recipe	Sahlia's super-special cookie recipe.	Ally	n/a	NO	NO			Receive in Devour Village (return after beating Eat-Yeet)
331	First-Aid Urn	Urn of first-aid supplies for disaster relief.	Ally	n/a	NO	NO			Receive in Jibral Castle Town vase workshop event (disc 3 only)
332	Epistle of the King Ghost	A letter left by the King Ghost before he died.	Ally	n/a	NO	NO			Find in Exile Forest Cave (Red Device required)
333	Autographed Manuscript	A long-lost work of a famous adventurer.	Ally	n/a	NO	NO			Find in Great Desert
334	Autograph Paper	An extraordinary sheet of paper.	Ally	n/a	NO	NO			Receive after beating King Poo in Ancient Cave (disc 3 only)
335	Toripo's Autograph	An autograph paper signed by Toripo.	Ally	n/a	NO	NO			Receive from Toripo during ending (Autograph Paper required)
336	Banana	Monkeys love bananas.	Ally	n/a	NO	NO			Find in Jibral Castle Town Bodyguard's Office
337	Rare Flower	Flower that sparkles like a rainbow.	Ally	n/a	NO	NO			Find during ending.
338	Head Doctor's Office Key	The key to the Head Doctor's office.	Ally	n/a	NO	NO			Find in Ancient Hospital Ruins (2F)
339	Safe Key	The key to the safe.	Ally	n/a	NO	NO			Find in Ancient Hospital Ruins (Head Doctor's Office)
340	Treasure Chest Key	The key to the treasure chest.	Ally	n/a	NO	NO			Find in Ancient Hospital Ruins (3F)
341	Fish-Shaped Key	Oddly shaped key you got in the Underwater Cave.	Ally	n/a	NO	NO			Find in Undersea Caverns
342	Hexagonal Crystal	This is the amethyst you found in the Underwater Cave.	Ally	n/a	NO	NO			Find in Undersea Caverns

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

#	Item	Description	Targets	Effects	Field	Battle	Cost	Resale	Location
343	Elevator Key	Operates the elevator in the Flying Fortress.	Ally	n/a	NO	NO			Find in Flying Fortress (1F)
344	Dungeon Key	This is the key you found in the ancient prison.	Ally	n/a	NO	NO			Find in Ancient Prison
345	Flower Shard	A flower-shaped stone fragment.	Ally	n/a	NO	NO			Find in Devour Forest
346	Sacred Tree Shard	A sacred tree-shaped stone fragment.	Ally	n/a	NO	NO			Find in Devour Forest
347	Key to Layer One	The key to Layer One.	Ally	n/a	NO	NO			Find in Sea Cube - Layer 1
348	Key to Layer Two	The key to Layer Two.	Ally	n/a	NO	NO			Find in Sea Cube - Layer 2
349	Key to Layer Three	The key to Layer Three.	Ally	n/a	NO	NO			Find in Sea Cube - Layer 3
350	Deep Sea Key	The key to the deepest layer of the sea.	Ally	n/a	NO	NO			Find in Sea Cube - Deepest Layer
351	Fireplace Key	The key found in Kelaso Village.	Ally	n/a	NO	NO			Find in Kelaso Village
352	Ancient Emblem - Moon	The moon-shaped emblem found in the Primitive Cube.	Ally	n/a	NO	NO			Find in Primitive Cube - Level 1
353	Ancient Emblem - Sun	The sun-shaped emblem found in the Primitive Cube.	Ally	n/a	NO	NO			Find in Primitive Cube - Level 1
354	Ancient Emblem - Void	The void-shaped emblem found in the Primitive Cube.	Ally	n/a	NO	NO			Find in Primitive Cube - Level 1
355	Moody Dragon's Fang	The fang you got from the Moody Dragon.	Ally	n/a	NO	NO			Receive after beating Moody Dragon in Underground River
356	Phantom Dragon's Fang	The fang you got from the Phantom Dragon.	Ally	n/a	NO	NO			Receive after beating Phantom Dragon in Great Desert
357	Spark Dragon's Fang	The fang you got from the Spark Dragon.	Ally	n/a	NO	NO			Receive after beating Spark Dragon in Gul Mountains
358	Blizzard Dragon's Fang	The fang you got from the Blizzard Dragon.	Ally	n/a	NO	NO			Receive after beating Blizzard Dragon east of Kelaso Village
359	Amethyst Dragon's Fang	The fang you got from the Amethyst Dragon.	Ally	n/a	NO	NO			Receive after beating Amethyst Dragon on Coastal Road
360	Mystery Part Alpha	A mysterious object wrapped in strange light.	Ally	n/a	NO	NO			Find in Mural Town
361	Mystery Part Beta	A mysterious object wrapped in strange light.	Ally	n/a	NO	NO			Find in Ancient Factory (after defeating all Double Lances)
362	Mystery Part Gamma	A mysterious object wrapped in strange light.	Ally	n/a	NO	NO			Find in Upper Mecha Base (1F)
363	Mystery Part Un	A mysterious object wrapped in strange light.	Ally	n/a	NO	NO			Find in Alumaru Village Treasure Storehouse (B1)
364	Mystery Part Deux	A mysterious object wrapped in strange light.	Ally	n/a	NO	NO			Find in Sea Cube - Deepest Layer
365	Mystery Part Trois	A mysterious object wrapped in strange light.	Ally	n/a	NO	NO			Find on Western Deserted Island (overworld)
366	Broken Barrier Device	A non-functioning barrier device.	Ally	n/a	NO	NO			Find in Ancient Factory
367	Blue Device	A device that can deactivate blue barriers.	Ally	n/a	NO	NO			Receive after beating boss in Baroy Town
368	Red Device	A device that can deactivate red barriers.	Ally	n/a	NO	NO			Receive after leaving Ancient Factory
369	Green Device	A device that can deactivate green barriers.	Ally	n/a	NO	NO			Receive after beating boss in Pachess Town Underground
370	White Device	A device that can deactivate white barriers.	Ally	n/a	NO	NO			Receive after beating boss in Noluta Village
371	Black Device	A device that can deactivate black barriers.	Ally	n/a	NO	NO			Receive after beating boss in Sea Cube - Deepest Layer
372	Lock-On Upgrade Part A	Increases the number of lock-ons a mechat can perform.	Ally	n/a	NO	NO			Receive from Toripo in Aurora Ruins
373	Lock-On Upgrade Part B	Increases the number of lock-ons a mechat can perform.	Ally	n/a	NO	NO			Find in Exile Forest
374	Missile Upgrade Part A	Increases the number of missiles a mechat has.	Ally	n/a	NO	NO			Find in Mecha Base (4F)
375	Missile Upgrade Part B	Increases the number of missiles a mechat has.	Ally	n/a	NO	NO			Find in Lal Mountains Sheep Camp
376	Coating Part A	Increases a mechat's durability.	Ally	n/a	NO	NO			Find in Upper Mecha Base (4F)
377	Coating Part B	Increases a mechat's durability.	Ally	n/a	NO	NO			Find in Kelaso Village
378	Laser Barrier Parts	Protect mechat against five ring laser attacks.	Ally	n/a	NO	NO			Find in Sea Cube - Deepest Layer
379	Heatsink Parts	Prevents a mechat's guns from overheating.	Ally	n/a	NO	NO			Find on Eastern Deserted Island (overworld)
380	Weapon Parts	Upgrade mechat weapons' attack strength.	Ally	n/a	NO	NO			Receive after beating boss in Ancient Ruins - Forest

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

158 Stone Bracelet



Att.	+10
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical attack.

Location: Buy at Wilderness Sheep Camp

Cost: 100 *Resale:* 50

159 Copper Bracelet



Att.	+20
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical attack.

Location: Buy in Drill Machine

Cost: 200 *Resale:* 100

160 Magic Crystal Bracelet



Att.	+45
Def.	—
Mag. Att.	—
Mag. Def.	+5
Agility	—
HP	—
MP	—

Use: Absorbs HP from a target that attacked physically.

Location: Find in Ancient Hospital

Cost: — *Resale:* 5

161 Silver Bracelet



Att.	+40
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical attack.

Location: Buy at Lago Village

Cost: 400 *Resale:* 200

162 Flame Bracelet



Att.	+55
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	+10

Use: Adds Fire damage to physical attacks.

Location: Find in Lago Village

Cost: — *Resale:* 1,150

163 Water Bracelet



Att.	+55
Def.	—
Mag. Att.	+10
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Adds Water damage to physical attacks.

Location: Find in Mural Valley - East

Cost: — *Resale:* 950

164 Wind Bracelet



Att.	+60
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	+5
HP	—
MP	—

Use: Adds Wind damage to physical attacks.

Location: Find in Gul Mountains

Cost: — *Resale:* 1,000

165 Earth Bracelet



Att.	+60
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+10
MP	—

Use: Adds Earth damage to physical attacks.

Location: Find in Forest of the Dead

Cost: — *Resale:* 1,100

166 Ordeal Bracelet



Att.	+70
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	+5

Use: May poison a target that attacked physically.

Location: Find in Gul Mountains

Cost: — *Resale:* 5

167 Mithril Bracelet



Att.	+60
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+15
MP	—

Use: Raises your maximum HP and physical attack.

Location: Buy in Mural Town

Cost: 600 *Resale:* 300

168 Jibral Bracelet



Att.	+85
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical attack.

Location: Buy at Jibral Castle Town (disc 2 or later)

Cost: 1,000 *Resale:* 500

169 Grand Tribes' Bracelet



Att.	+100
Def.	+5
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+80
MP	—

Use: Raises your maximum HP and physical attack.

Location: Find in Alumaru Village Treasure Storehouse

Cost: — *Resale:* 5

170 Supermetal Bracelet



Att.	+95
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical attack.

Location: Find in Baroy Town (Blue Device required)

Cost: — *Resale:* 900

171 Ancient Warrior's Bracelet



Att.	+120
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	+10
HP	—
MP	—

Use: May petrify a target that attacked physically.

Location: Find in Ancient Factory

Cost: — *Resale:* 5

172 Platinum Bracelet



Att.	+115
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical attack.

Location: Buy at Pachess Town

Cost: 2,500 *Resale:* 1,250

173 Mirror Bracelet



Att.	+145
Def.	—
Mag. Att.	—
Mag. Def.	+30
Agility	—
HP	—
MP	—

Use: May instantly kill an enemy that attacks physically.

Location: Receive in Mountain Sheep Camp (reward for knitting circle quest)

Cost: — *Resale:* 5

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BRACELETS BRACELETS BRACELETS

190 Poo Bracelet



Att.	+1
Def.	+1
Mag. Att.	+1
Mag. Def.	+1
Agility	+1
HP	+1
MP	+1

Use: Instantly kills most types of Poo.

Location: Find in Jibral Castle Basement

Cost: — Resale: —

191 Prismatic Wind Bracelet



Att.	+165
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Adds the Erase effect to a physical attack.

Location: Find in Primitive Cube - Level 1

Cost: — Resale: —

192 Prismatic Cyclone Bracelet



Att.	+165
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Adds the Cancel effect to a physical attack.

Location: Find in Mecha Base (4F)

Cost: — Resale: —

193 Stone Ring



Att.	—
Def.	—
Mag. Att.	+25
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases magical attack.

Location: Buy at Wilderness Sheep Camp

Cost: 80 Resale: 40

194 Copper Ring



Att.	—
Def.	—
Mag. Att.	+30
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases magical attack.

Location: Buy in Drill Machine

Cost: 220 Resale: 110

195 Magic Crystal Ring



Att.	—
Def.	—
Mag. Att.	+60
Mag. Def.	+5
Agility	—
HP	—
MP	—

Use: Absorbs physical attacks inflicted on the wearer.

Location: Find in Ancient Hospital (Head Doctor's Office)

Cost: — Resale: 5

196 Silver Ring



Att.	—
Def.	—
Mag. Att.	+45
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases magical attack.

Location: Buy at Lago Village

Cost: 450 Resale: 225

197 Fire Ring



Att.	—
Def.	—
Mag. Att.	+45
Mag. Def.	—
Agility	—
HP	—
MP	+10

Use: Strengthens the wearer's magical Fire attacks.

Location: Receive in Lago Village (reward for praying at all altars)

Cost: — Resale: 900

198 Water Ring



Att.	+10
Def.	—
Mag. Att.	+45
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Strengthens the wearer's magical Water attacks.

Location: Find in Forest of the Dead

Cost: — Resale: 1,050

199 Wind Ring



Att.	—
Def.	—
Mag. Att.	+45
Mag. Def.	—
Agility	+5
HP	—
MP	—

Use: Strengthens the wearer's magical Wind attacks.

Location: Find in overworld near Gul Mountains

Cost: — Resale: 850

200 Earth Ring



Att.	—
Def.	—
Mag. Att.	+45
Mag. Def.	—
Agility	—
HP	+10
MP	—

Use: Strengthens the wearer's magical Earth attacks.

Location: Find in Forest of the Dead

Cost: — Resale: 950

201 Ordeal Ring



Att.	—
Def.	—
Mag. Att.	+60
Mag. Def.	—
Agility	—
HP	—
MP	+5

Use: May poison a target that attacked physically.

Location: Find in Talta Village

Cost: — Resale: 5

202 Mithril Ring



Att.	—
Def.	—
Mag. Att.	+50
Mag. Def.	—
Agility	—
HP	—
MP	+20

Use: Raises your maximum MP and magical attack.

Location: Buy at Mural Town

Cost: 750 Resale: 375

203 Jibral Ring



Att.	—
Def.	—
Mag. Att.	+75
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases magical attack.

Location: Buy at Jibral Castle Town (disc 2 or later)

Cost: 1,100 Resale: 550

204 Grand Tribes' Ring



Att.	—
Def.	+5
Mag. Att.	+100
Mag. Def.	—
Agility	—
HP	+80
MP	—

Use: Primarily enhances magical attack.

Location: Find in Laser Field

Cost: — Resale: 5

205 Supermetal Ring



Att.	—
Def.	—
Mag. Att.	+95
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases magical attack.

Location: Buy at Baroy Town

Cost: 1,400 Resale: 700

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RINGS RINGS RINGS

RINGS

222 Diamond-Encrusted Ring



Att.	-100
Def.	—
Mag. Att.	+140
Mag. Def.	—
Agility	-20
HP	—
MP	—

Use: The wearer gains gold when attacking in battle.

Location: Find in Alumaru Village Treasure Storehouse

Cost: — Resale: —

NECKLACES

223 Stone Necklace



Att.	—
Def.	+10
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical defense.

Location: Buy at Wilderness Sheep Camp

Cost: 150 Resale: 75

NECKLACES

224 Copper Necklace



Att.	—
Def.	+20
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical defense.

Location: Buy in Drill Machine

Cost: 300 Resale: 150

NECKLACES

225 Magic Crystal Necklace



Att.	—
Def.	+45
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical defense.

Location: Find in Ancient Hospital Ruins

Cost: — Resale: 5

NECKLACES

226 Silver Necklace



Att.	—
Def.	+40
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical defense.

Location: Buy at Lago Village

Cost: 600 Resale: 300

NECKLACES

227 Fire Necklace



Att.	—
Def.	+60
Mag. Att.	—
Mag. Def.	+5
Agility	—
HP	—
MP	+10

Use: Has Fire-resistant powers.

Location: Find on overworld near Talta Village

Cost: — Resale: 1,200

NECKLACES

228 Water Necklace



Att.	—
Def.	+60
Mag. Att.	—
Mag. Def.	+15
Agility	—
HP	—
MP	—

Use: Has Water-resistant powers.

Location: Find in Undersea Caverns

Cost: — Resale: 1,250

NECKLACES

229 Wind Necklace



Att.	—
Def.	+55
Mag. Att.	—
Mag. Def.	+5
Agility	+5
HP	—
MP	—

Use: Has Wind-resistant powers.

Location: Find in Mural Valley - West

Cost: — Resale: 1,300

NECKLACES

230 Earth Necklace



Att.	—
Def.	+55
Mag. Att.	—
Mag. Def.	+5
Agility	—
HP	+10
MP	—

Use: Has Earth-resistant powers.

Location: Find in Forest of the Dead

Cost: — Resale: 1,150

NECKLACES

231 Ordeal Necklace



Att.	—
Def.	+70
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Prevents the Poison status ailment.

Location: Find in Gul Mountains

Cost: — Resale: 5

NECKLACES

232 Mithril Necklace



Att.	—
Def.	+60
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+20
MP	—

Use: Raises your maximum HP and physical defense.

Location: Buy at Mural Town

Cost: 800 Resale: 400

NECKLACES

233 Jibral Necklace



Att.	—
Def.	+85
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical defense.

Location: Buy at Jibral Castle Town

Cost: 1,400 Resale: 700

NECKLACES

234 Grand Tribes' Necklace



Att.	—
Def.	+100
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Restores about 10 HP when defending.

Location: Receive in Alumaru Village (after completing Alubaru Bell quest)

Cost: — Resale: 5

NECKLACES

235 Supermetal Necklace



Att.	—
Def.	+95
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical defense.

Location: Buy in Baroy Town

Cost: 1,500 Resale: 750

NECKLACES

236 Ancient Warrior's Necklace



Att.	—
Def.	+120
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Prevents the Petrify status ailment.

Location: Find in Drill Machine (2F)

Cost: — Resale: 5

NECKLACES

237 Platinum Necklace



Att.	—
Def.	+115
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Increases physical defense.

Location: Buy in Pachess Town

Cost: 2,700 Resale: 1,350

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Mirror Necklace 238



Use: Has Dark-resistant powers. Reflects magic spells.

Location: Find in Devour Forest

Cost: — | Resale: 5

Att.	—
Def.	+135
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Crystal Necklace 239



Use: Increases physical and magical defense.

Location: Receive in Noluta Village (in exchange for giving Toripo the Aurora Droplet)

Cost: — | Resale: 5

Att.	—
Def.	+150
Mag. Att.	—
Mag. Def.	+5
Agility	—
HP	—
MP	—

Diamond Necklace 240



Use: Increases physical defense.

Location: Buy at Devour Village

Cost: 5,500 | Resale: 2,750

Att.	—
Def.	+140
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Ancient King's Necklace 241



Use: Increases physical and magical defense.

Location: Find in Mecha Base (2F)

Cost: — | Resale: 5

Att.	—
Def.	+175
Mag. Att.	—
Mag. Def.	—
Agility	+15
HP	—
MP	—

Gravitic Necklace 242



Use: Primarily enhances physical defense.

Location: Find in Ancient Ruins - Forest

Cost: — | Resale: 5

Att.	—
Def.	+180
Mag. Att.	—
Mag. Def.	+5
Agility	+5
HP	+30
MP	+20

Eternal Engine Necklace 243



Use: Increases physical defense.

Location: Buy at Kelaso Village

Cost: 9,000 | Resale: 4,500

Att.	—
Def.	+170
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Himiko's Necklace 244



Use: Has Light-resistant powers. Prevents Panic.

Location: Find in Primitive Cube

Cost: — | Resale: —

Att.	—
Def.	+180
Mag. Att.	—
Mag. Def.	+30
Agility	—
HP	—
MP	—

Nene's Necklace 245



Use: Has Light-resistant powers. Prevents Petrify.

Location: Find in Primitive Cube

Cost: — | Resale: —

Att.	—
Def.	+185
Mag. Att.	—
Mag. Def.	+20
Agility	—
HP	—
MP	—

Eternity Necklace 246



Use: Gradually restores MP. Prevents the Poison state.

Location: Find in Upper Mecha Base (2F)

Cost: — | Resale: —

Att.	—
Def.	+190
Mag. Att.	—
Mag. Def.	—
Agility	+10
HP	+30
MP	+30

Infinity Necklace 247



Use: Gradually restores HP. Prevents the Sleep state.

Location: Find in Upper Mecha Base (4F)

Cost: — | Resale: —

Att.	—
Def.	+195
Mag. Att.	—
Mag. Def.	—
Agility	+25
HP	—
MP	+50

Renew Necklace 248



Use: Resists all status ailments. Revives the wearer once.

Location: Find in Upper Mecha Base (5F)

Cost: — | Resale: —

Att.	—
Def.	+205
Mag. Att.	—
Mag. Def.	+45
Agility	+40
HP	+50
MP	+100

Kelolon Necklace 249



Use: Turns the wearer into a Kelolon during battle.

Location: Find in Great Desert (overworld map)

Cost: — | Resale: —

Att.	+30
Def.	+170
Mag. Att.	—
Mag. Def.	—
Agility	+50
HP	+100
MP	—

Ancient Sorcerer's Necklace 250



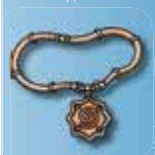
Use: Primarily enhances magical attack and defense.

Location: Find in Underground River

Cost: — | Resale: —

Att.	—
Def.	+115
Mag. Att.	—
Mag. Def.	+5
Agility	—
HP	—
MP	+30

Sun Necklace 251



Use: Protect an ally from an attack.

Location: Find on Southwest Deserted Island (overworld)

Cost: — | Resale: —

Att.	—
Def.	+180
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+20
MP	—

Final War Necklace 252



Use: Has powers that resist all elemental damage.

Location: Receive in Jibral Castle Basement (reward for collecting Mystery Parts)

Cost: — | Resale: —

Att.	—
Def.	+215
Mag. Att.	—
Mag. Def.	+40
Agility	+45
HP	+200
MP	+20

Stone Earring 253



Use: Increases magical defense.

Location: Buy at Wilderness Sheep Camp

Cost: 60 | Resale: 30

Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+20
Agility	—
HP	—
MP	—

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

254 Copper Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+35
Agility	—
HP	—
MP	—

Use: Increases magical defense.

Location: Buy in Drill Machine

Cost: 120 | Resale: 60

255 Magic Crystal Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+60
Agility	—
HP	—
MP	—

Use: Increases magical defense.

Location: Find in overworld near Lago Village

Cost: — | Resale: 5

256 Silver Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+50
Agility	—
HP	—
MP	—

Use: Increases magical defense.

Location: Buy at Lago Village

Cost: 320 | Resale: 160

257 Fire Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+70
Agility	—
HP	—
MP	+10

Use: Has Fire-resistant powers.

Location: Find in Mural Valley - West

Cost: — | Resale: 600

258 Water Earring



Att.	—
Def.	+10
Mag. Att.	—
Mag. Def.	+70
Agility	—
HP	—
MP	—

Use: Has Water-resistant powers.

Location: Find in Undersea Caverns

Cost: — | Resale: 750

259 Wind Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+70
Agility	+5
HP	—
MP	—

Use: Has Wind-resistant powers.

Location: Find in Forest of the Dead

Cost: — | Resale: 800

260 Earth Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+70
Agility	—
HP	+10
MP	—

Use: Has Earth-resistant powers.

Location: Find in Gul Mountains

Cost: — | Resale: 650

261 Ordeal Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+75
Agility	—
HP	—
MP	—

Use: Prevents the Poison status ailment.

Location: Receive from innkeeper in Talta Village

Cost: — | Resale: 5

262 Mithril Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+60
Agility	—
HP	—
MP	+25

Use: Raises your maximum MP and magical defense.

Location: Buy at Mural Town

Cost: 410 | Resale: 205

263 Jibral Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+85
Agility	—
HP	—
MP	—

Use: Increases magical defense.

Location: Buy at Jibral Castle Town

Cost: 650 | Resale: 325

264 Grand Tribes' Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+100
Agility	—
HP	—
MP	—

Use: When defending, this will restore about 10 MP.

Location: Find in Laser Field

Cost: — | Resale: 5

265 Supermetal Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+95
Agility	—
HP	—
MP	—

Use: Increases magical defense.

Location: Buy at Baroy Town

Cost: 1,200 | Resale: 600

266 Ancient Warrior's Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+120
Agility	—
HP	—
MP	—

Use: Prevents the Petrify status ailment.

Location: Find in Ancient Hospital Ruins (2F)

Cost: — | Resale: 5

267 Platinum Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+115
Agility	—
HP	—
MP	—

Use: Increases magical defense.

Location: Buy at Pachess Town

Cost: 2,000 | Resale: 1,000

268 Mirror Earring



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+135
Agility	—
HP	—
MP	—

Use: Has Dark-resistant powers. Reflects magic spells.

Location: Find in Alumaru Village

Cost: — | Resale: 5

269 Crystal Earring



Att.	—
Def.	+5
Mag. Att.	—
Mag. Def.	+150
Agility	—
HP	—
MP	—

Use: Increases physical and magical defense.

Location: Find in Devour Forest

Cost: — | Resale: 5

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

EARRINGS EARRINGS EARRINGS

286 Dog Collar



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+15
MP	+15

Use: Resists Earth but makes the wearer Stink.

Location: Find in Jibral Castle Town Inn

Cost: — Resale: —

287 Bow Tie



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	+10
Agility	—
HP	—
MP	—

Use: Resists the Panic status ailment during battle.

Location: Find in Jibral Castle Town Inn

Cost: — Resale: —

288 Scarf



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Has Water-resistant powers.

Location: Buy at Noluta Village

Cost: 6,000 Resale: 3,000

289 Kerchief



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	+100

Use: Has Wind-resistant powers.

Location: Find in Wire Highlands

Cost: — Resale: —

290 Lei



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Resists all elements and gains +50% EXP.

Location: Find in Upper Mecha Base (3F)

Cost: — Resale: —

291 Ribbon



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+50
MP	+75

Use: Resists all elemental damage and status ailments.

Location: Find in Devour Forest

Cost: — Resale: —

292 Stone Shoes



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+30
MP	—

Use: Earth-resistant powers. Prevents the Petrify state.

Location: Buy at Noluta Village

Cost: 3,500 Resale: 1,750

293 Magic Shoes



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	+30

Use: Prevents the Dizzy status ailment.

Location: Buy at Baroy Town

Cost: — Resale: —

294 Cross Trainers



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	+15
HP	—
MP	—

Use: Increases your agility.

Location: Find in Lot Wilderness - East

Cost: — Resale: —

295 Flip-Flops



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	+5

Use: Has Water-resistant powers.

Location: Find in Undersea Caverns

Cost: — Resale: —

296 Shoes of Hermes



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Resists Wind. The wearer will always strike first in battle.

Location: Find in Ancient Factory

Cost: — Resale: —

297 Acorn Shoes



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	+5
HP	—
MP	—

Use: Moves wearer to the back if HP drops to a certain level.

Location: Receive from Nothing Man in Jibral Castle Town (200 Nothings)

Cost: — Resale: —

298 Shadowstep Shoes



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	+15
HP	—
MP	+5

Use: Has powers that resist all elemental damage.

Location: Find in Ancient Ruins - Forest

Cost: — Resale: —

299 Shoes of the Ancients



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	+10
HP	—
MP	+15

Use: Has Dark-resistant powers. Prevents Instant KO.

Location: Find in Underground River

Cost: — Resale: —

300 Ballet Shoes



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	—
MP	—

Use: Grants the power to resist status-altering attacks.

Location: Find in Ancient Factory

Cost: — Resale: —

301 Leather Belt



Att.	—
Def.	—
Mag. Att.	—
Mag. Def.	—
Agility	—
HP	+45
MP	—

Use: Raises your maximum HP value.

Location: Buy at Lal Mountains Sheep Camp

Cost: 4,500 Resale: 2,250

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ACCESSORIES ACCESSORIES ACCESSORIES



Monsters

COMPLETE BESTIARY



001 Poo Snake

Page	Attack	Defend	M. Attack	M. Defend	Agility
47	18	0	0	0	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	1	8	0	0	-100	0	0	100	0	Medicine	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Full-Power Thrust	Summon Allies				



002 Stone Poo Snake

Page	Attack	Defend	M. Attack	M. Defend	Agility
83	85	46	83	200	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	13	96	500	0	90	0	30	100	0	Fresh Garlic	Stout Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Raging Thrust					



003 Iron Poo Snake

Page	Attack	Defend	M. Attack	M. Defend	Agility
191	179	140	60	500	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	24	224	300	0	-100	0	50	100	0	Ultra Medicine	Phoenix Talon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Shielda	Wallus	Weakening Dance			



004 Copper Poo Snake

Page	Attack	Defend	M. Attack	M. Defend	Agility
142	119	1	60	27	50

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	19	96	500	0	-100	0	0	100	0	Mega Medicine	Prismatic Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Full-Power Thrust					



005 Platinum Poo Snake

Page	Attack	Defend	M. Attack	M. Defend	Agility
201	322	0	160	644	60

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	992	500	0	-100	0	0	100	-5	Ancient Feather	Phoenix Wing

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Healus					



006 Golden Poo Snake

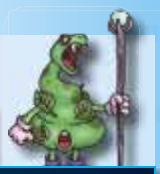
Page	Attack	Defend	M. Attack	M. Defend	Agility
202	295	0	180	920	80

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	40	1408	500	0	-100	0	0	100	-10	Ancient Feather	Guardian Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Full-On Fight					

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Compost Poo Snake 007

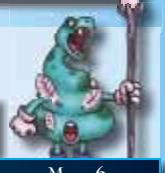


Page	Attack	Defend	M. Attack	M. Defend	Agility
81	64	7	60	40	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	9	56	500	-100	-100	0	0	100	0	Medicine	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Summon Allies	Flare				

Pungent Poo Snake 008

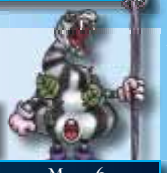


Page	Attack	Defend	M. Attack	M. Defend	Agility
93	94	0	60	18	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	13	64	600	0	-100	0	0	100	0	Fresh Garlic	Stout Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Quick	Attack Up	Deflect			

Zebra Poo Snake 009

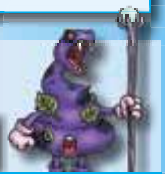


Page	Attack	Defend	M. Attack	M. Defend	Agility
199	179	0	85	552	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	35	152	500	0	-100	0	0	100	0	Ancient Feather	Radiant Flour

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Heala	Shadowa				

Dark Poo Snake 010

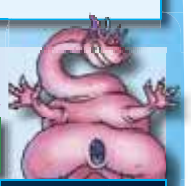


Page	Attack	Defend	M. Attack	M. Defend	Agility
201	168	0	160	626	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	36	168	1000	0	-100	0	0	100	130	Ancient Feather	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Putrefaction Gas	Shadowus				

Jumbo Poo 011

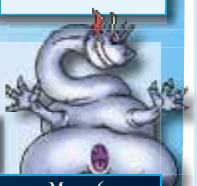


Page	Attack	Defend	M. Attack	M. Defend	Agility
228	176	50	0	156	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	19	2250	0	0	-50	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Aged Vomit	Putrefaction Gas				

Corrossive Poo 012

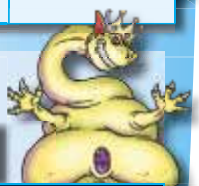


Page	Attack	Defend	M. Attack	M. Defend	Agility
228	183	52	159	256	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	20	4980	500	0	-50	0	0	100	0	Ultra Medicine	Black Belt

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Acid Breath	Trample				

King Poo 013

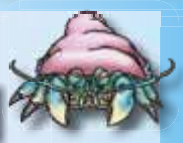


Page	Attack	Defend	M. Attack	M. Defend	Agility
228	389	0	176	805	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	50	15872	750	0	-100	0	0	100	0	Golden Poo	Golden Poo

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
King's Scare	Invitation to the Dark				

Hermit Crab Poo 014



Page	Attack	Defend	M. Attack	M. Defend	Agility
73	61	15	0	54	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	9	68	0	0	50	0	0	100	0	Medicine	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Bubbling Poison					

Coconut Crab Poo 015



Page	Attack	Defend	M. Attack	M. Defend	Agility
187	130	100	183	546	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	31	284	1000	0	40	0	0	100	0	Ancient Fossil	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Deep Venom					

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



016 Ore Hermit

Page	Attack	Defend	M. Attack	M. Defend	Agility
83	171	150	148	163	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	14	106	500	0	0	0	40	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Hermit	Ex-Hermit				



017 Rock Hermit Crab

Page	Attack	Defend	M. Attack	M. Defend	Agility
179	171	150	148	163	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	30	200	350	0	0	0	50	100	0	Ancient Fossil	Body Builder's Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Stone Skipping					



018 Magic Jellyfish

Page	Attack	Defend	M. Attack	M. Defend	Agility
73	74	1	80	101	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	8	56	350	0	30	0	0	100	0	Emerald	Grand Emerald

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Discharge	Wind	Water			



019 Blazing Jelly

Page	Attack	Defend	M. Attack	M. Defend	Agility
148	120	1	118	252	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	23	296	500	200	-30	0	0	100	0	Ruby	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Flara	Flarus	Critical Breakthrough			

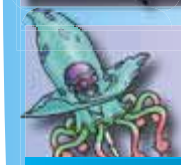


020 Lazy Gummyfish

Page	Attack	Defend	M. Attack	M. Defend	Agility
135	116	1	140	216	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	20	88	500	0	0	0	0	100	0	Grand Sapphire	Flawless Sapphire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Stun Attack	Magic Atk Up	Dizzy			

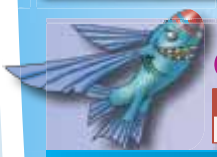


021 Jelly Jolt

Page	Attack	Defend	M. Attack	M. Defend	Agility
187	167	0	200	644	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	35	152	750	0	0	0	0	100	0	Grand Sapphire	Flawless Sapphire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Watera	Discharge				

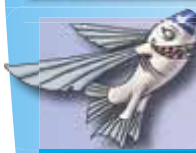


022 Sonic Strike Fish

Page	Attack	Defend	M. Attack	M. Defend	Agility
71	82	0	28	54	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	7	90	500	-50	0	0	0	100	0	Medicine	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sonic Boom	Submarine Dive				



023 Flaying Fish

Page	Attack	Defend	M. Attack	M. Defend	Agility
71	82	0	28	54	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	7	90	500	-50	0	0	0	100	0	Medicine	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sonic Boom	Submarine Dive				



024 Sharkfly

Page	Attack	Defend	M. Attack	M. Defend	Agility
192	215	1	0	570	35

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	32	304	0	0	-30	-30	30	100	70	Grand Shadow Crystal	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Pepper Spray	Trigger Happy				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Sonic Sharkfly 025

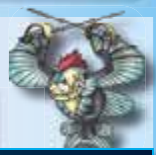


Page	Attack	Defend	M. Attack	M. Defend	Agility
	192	215	1	0	570

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	32	304	0	0	-30	-30	30	100	70	Grand Shadow Crystal	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Pepper Spray	Trigger Happy				

Cutlass Fish 026

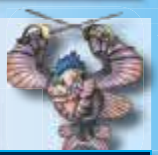


Page	Attack	Defend	M. Attack	M. Defend	Agility
71	149	7	27	63	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	10	232	200	-20	100	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Water Gun					

Swashbuckler Fish 027

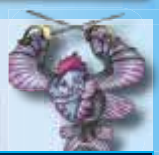


Page	Attack	Defend	M. Attack	M. Defend	Agility
135	215	19	60	118	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	23	336	500	0	100	0	0	100	0	Ultra Medicine	Phoenix Talon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Watera	Anticipate	Thrusting Blade			

Gaudy Cutlass Fish 028

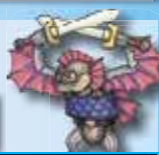


Page	Attack	Defend	M. Attack	M. Defend	Agility
151	199	5	79	132	17

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	23	320	400	-20	130	0	0	100	0	Ultra Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Coup de Grace	Multiple Stab				

Broadsword Fish 029

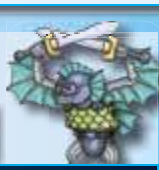


Page	Attack	Defend	M. Attack	M. Defend	Agility
73	180	80	60	70	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	12	328	225	-20	100	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multiple Stab	Slashing Blade				

Armored Fish 030

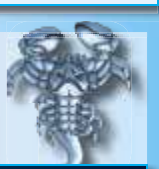


Page	Attack	Defend	M. Attack	M. Defend	Agility
186	278	150	5	580	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	35	488	500	-30	130	0	0	100	0	Ancient Fossil	Body Builder's Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Mow Down	Watera Sword	Waterus Sword			

Ghost Crab 031

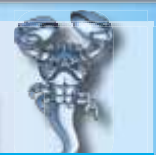


Page	Attack	Defend	M. Attack	M. Defend	Agility
71	95	1	30	86	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	9	78	445	0	0	0	0	-50	150	Thorn Grass	Thorn Branch

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Water Gun	Grudge Song				

Ghost Crab Mimic 032



Page	Attack	Defend	M. Attack	M. Defend	Agility
84	150	1	20	106	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	13	176	250	0	0	0	0	-50	150	Thorn Grass	Thorn Branch

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
No Guard					

Goblin Crab 033



Page	Attack	Defend	M. Attack	M. Defend	Agility
148	122	11	0	211	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	24	152	0	0	0	0	0	-50	150	Thorn Branch	Magic Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Weap Spot Fumbling	Everyone's Enmity				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



034 Mountain Crab

Page	Attack	Defend	M. Attack	M. Defend	Agility
84	156	20	60	65	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	14	176	500	20	100	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Shell					

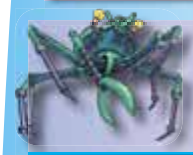


035 Land Crab

Page	Attack	Defend	M. Attack	M. Defend	Agility
113	188	160	0	102	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	22	224	0	0	100	0	0	100	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Strike	Bubbling Poison				



036 Machine Gun Crab

Page	Attack	Defend	M. Attack	M. Defend	Agility
104	110	100	0	120	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	17	253	0	0	-20	0	0	100	70	Kelolon Powder	Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Machine Gun					

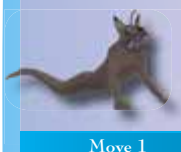


037 Bomber Mecha Crab

Page	Attack	Defend	M. Attack	M. Defend	Agility
192	228	100	114	560	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	33	376	500	-50	-30	0	0	100	70	Grand Shadow Crystal	Radiant Flour

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Rolling Thunder					

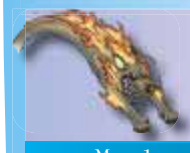


038 Scavenger Wolf Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
66	63	0	0	0	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	5	40	0	0	0	0	0	100	0	Fresh Garlic	Stout Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6



039 Flame Wolf Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
66	148	3	0	90	17

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	9	280	0	150	-50	0	0	100	0	Ruby	Grand Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Fire Sphere					



040 Snow Wolf Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
66	133	6	0	90	12

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	9	280	0	-50	150	0	0	100	0	Sapphire	Grand Sapphire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Snow Wolf Ghost					

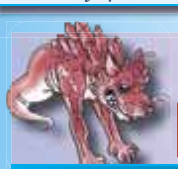


041 Gale Wolf Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
182	162	45	0	550	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	30	2300	0	60	50	200	-50	100	0	Ultra Magical Medicine	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Shocking Sphere	Spinning Shell	Weather Anomaly	Order		



042 Stone Wolf Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
182	188	60	0	500	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	30	2500	0	60	50	-50	200	100	0	Ultra Magical Medicine	Radiant Flour

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Earth Wedge	Fault	Weather Anomaly	Order		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Ancient Katydid 043



Page	Attack	Defend	M. Attack	M. Defend	Agility
50	30	0	0	0	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	2	24	0	-30	0	0	0	100	0	Medicine	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Jump Attack					

Glutton Locust 044



Page	Attack	Defend	M. Attack	M. Defend	Agility
112	134	5	59	93	35

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	20	112	500	-30	0	0	0	100	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Kick					

Ancient Cricket 045



Page	Attack	Defend	M. Attack	M. Defend	Agility
70	56	1	0	16	9

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	5	48	0	-30	0	0	0	100	0	Medicine	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Jump Attack	Deluding Sonic Wave				

Dulcet Katydid 046

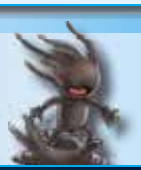


Page	Attack	Defend	M. Attack	M. Defend	Agility
183	165	0	0	480	45

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	30	338	0	-30	0	0	0	100	0	Ancient Fossil	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Jump Attack	Gobble Up	Balance of the Soul			

Mist Walker 047



Page	Attack	Defend	M. Attack	M. Defend	Agility
84	126	1	68	120	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	12	112	500	-50	0	0	0	100	0	Amethyst	Grand Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Stone Toss					

Poison Mist 048

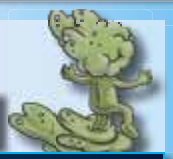


Page	Attack	Defend	M. Attack	M. Defend	Agility
122	160	1	110	312	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	17	200	500	-50	80	0	0	100	0	Amethyst	Grand Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Bubbling Poison	Mist Step				

Slime Roamer 049



Page	Attack	Defend	M. Attack	M. Defend	Agility
78	126	1	20	132	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	12	112	500	-50	80	0	0	100	0	Amethyst	Grand Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Bubbling Poison	Heal				

Aqua Roamer 050

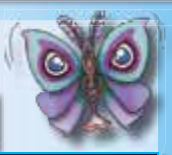


Page	Attack	Defend	M. Attack	M. Defend	Agility
186	170	0	5	620	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	34	208	500	-100	80	0	0	100	0	Grand Sapphire	Radiant Flour

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Water Gun					

Ancient Moth 051



Page	Attack	Defend	M. Attack	M. Defend	Agility
70	76	1	0	23	22

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	6	64	0	0	0	-50	30	100	0	Poison Powder	Sleep Powder

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Summon Allies	Wing Scales	Sweet Fragrance			

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

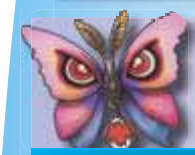


052 Blazing Moth

Page	Attack	Defend	M. Attack	M. Defend	Agility
213	180	0	48	626	35

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	34	168	500	150	-50	-30	30	100	0	Ancient Fossil	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6



053 Apocalypse Moth

Page	Attack	Defend	M. Attack	M. Defend	Agility
58	94	6	72	61	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	13	80	250	0	0	-50	30	100	0	Poison Powder	Sleep Powder

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Summon Allies	Powder of Silence	Sweet Fragrance			

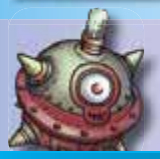


054 Sleeper Moth

Page	Attack	Defend	M. Attack	M. Defend	Agility
172	125	0	0	162	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	26	112	0	0	0	-30	30	30	30	Ultra Medicine	Phoenix Talon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sweet Fragrance	Angry Dance				

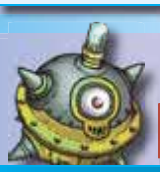


055 Hover Alarm

Page	Attack	Defend	M. Attack	M. Defend	Agility
63	56	0	0	10	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	5	48	0	0	-50	-30	30	100	70	Poison Powder	Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Alarm	Transmit Noise Code				

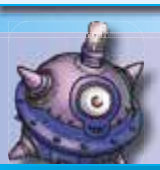


056 Hover Patroller

Page	Attack	Defend	M. Attack	M. Defend	Agility
102	103	9	0	78	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	16	150	0	0	-40	-30	30	100	70	Kelolon Powder	Sleep Powder

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Alarm	Self-Detonate				



057 Hover Claxon

Page	Attack	Defend	M. Attack	M. Defend	Agility
138	141	1	76	100	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	22	112	500	0	-40	-30	30	100	70	Sleep Powder	Broken Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Supersonic Wave	Overclock	Mirror Coating			

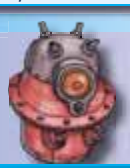


058 Intercept Electrogue

Page	Attack	Defend	M. Attack	M. Defend	Agility
60	70	0	0	11	8

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	5	64	0	0	-50	-30	30	100	70	Kelolon Powder	Sleep Powder

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Supersonic Wave	Self-Detonate				

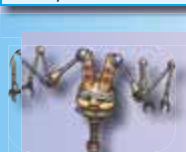


059 Intercept Dynadrone

Page	Attack	Defend	M. Attack	M. Defend	Agility
162	154	70	0	120	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	20	160	0	0	-30	-30	30	100	70	Sleep Powder	Broken Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Supersonic Wave					



060 Medic Maintenancer

Page	Attack	Defend	M. Attack	M. Defend	Agility
60	76	2	0	13	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	6	64	0	0	-50	0	0	100	70	No-Ghost Device	Prismatic Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Movement Maintenancer	Waterproofing				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Winking Medic 061



Page	Attack	Defend	M. Attack	M. Defend	Agility
102	124	6	0	122	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	16	88	0	0	-40	0	0	100	70	No-Ghost Device	Power-Swap Dart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Maintenance	Waterproofing	Fast Forward			

Coordinator 062



Page	Attack	Defend	M. Attack	M. Defend	Agility
138	141	1	0	190	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	22	136	0	0	-40	0	0	100	70	Sleep Powder	Grand Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Makeover Surgery	Haphazard Surgery	Forbidden Technique	Forbidden Rite		

Squinting Cyborg 063

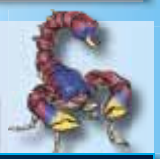


Page	Attack	Defend	M. Attack	M. Defend	Agility
206	191	5	90	700	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	33	216	500	0	-20	0	0	100	70	Grand Shadow Crystal	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Attack Up	Quickus	Alteration Tale	Major Alteration Tale	Major Alteration Tale 2	

Smirking Scorpion 064



Page	Attack	Defend	M. Attack	M. Defend	Agility
54	48	5	0	5	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	3	68	0	0	0	0	0	100	0	Antidote	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Poison Needle					

Paralyzing Scorpion 065



Page	Attack	Defend	M. Attack	M. Defend	Agility
84	178	12	0	60	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	15	164	0	0	0	0	0	100	0	Antidote	Mega Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Poison Needle	Paralyzing Needle				

Tailgunner Robo-Scorpion 066



Page	Attack	Defend	M. Attack	M. Defend	Agility
104	170	50	0	200	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	17	248	0	0	-50	0	0	100	70	No-Ghost Device	Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Missile	Stun Laser				

Shooter Scorpion 067



Page	Attack	Defend	M. Attack	M. Defend	Agility
125	116	20	0	164	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	20	152	0	0	-40	0	0	100	70	Power-Swap Dart	Grand Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Putrefaction Gas	Missile				

Mecha Robo 068



Page	Attack	Defend	M. Attack	M. Defend	Agility
48	16	0	0	0	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	2	10	0	0	-50	0	0	100	70	Poison Powder	Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Small Fry Cracker					

Flying Mecho Robo 069

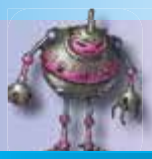


Page	Attack	Defend	M. Attack	M. Defend	Agility
102	196	80	0	140	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	18	280	0	0	-50	0	0	100	70	Poison Powder	Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Reflect Code Released	Stun Attack				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



070 Battle Mecha Robo

Page	Attack	Defend	M. Attack	M. Defend	Agility
138	243	40	0	199	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	24	440	0	0	-30	0	0	100	70	Light Crystal	Ultra Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sink Deeper	Supersonic Body Slam	Stormbringer			

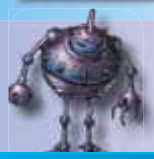


071 War Mecha Robo

Page	Attack	Defend	M. Attack	M. Defend	Agility
143	180	45	20	253	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	680	150	0	-30	0	0	100	70	Light Crystal	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Punch	Machine Gun				



072 Heavy Machine Robo

Page	Attack	Defend	M. Attack	M. Defend	Agility
138	278	40	0	185	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	680	0	0	-30	0	0	100	70	Light Crystal	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Machine Gun	Beam				

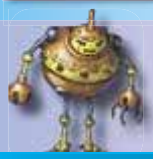


073 Versatile Mecha Robo

Page	Attack	Defend	M. Attack	M. Defend	Agility
162	308	50	0	259	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	28	808	0	0	-30	0	0	100	70	Light Crystal	Flawless Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Red Shooting Star	Blaze Cannon	Release Bibbit			

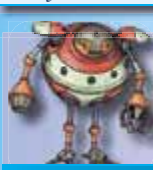


074 Gold Mecha Robo

Page	Attack	Defend	M. Attack	M. Defend	Agility
229	376	200	178	1035	40

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	45	18000	500	0	0	0	0	100	70	Golden Eternal Engine	Golden Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Large-Caliber Beam	Body Slam				

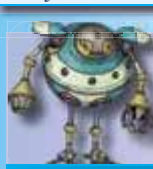


075 Roball

Page	Attack	Defend	M. Attack	M. Defend	Agility
229	376	200	178	1035	40

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	45	18000	500	0	0	0	0	100	70	Golden Eternal Engine	Golden Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Large-Caliber Beam	Body Slam				



076 Thief Roball

Page	Attack	Defend	M. Attack	M. Defend	Agility
190	219	23	0	200	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	24	188	0	0	-30	0	0	100	70	Light Crystal	Flawless Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Discharge	Body Slam				



077 Green Skeleton

Page	Attack	Defend	M. Attack	M. Defend	Agility
77	144	5	39	11	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	12	160	250	0	0	0	0	-50	150	Magical Medicine	Mega Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6



078 Purple Skeleton

Page	Attack	Defend	M. Attack	M. Defend	Agility
77	168	5	39	31	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	13	306	250	0	0	0	0	-60	150	Magical Medicine	Mega Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Double Slash	Skeleton Combination				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Red Skeleton 079



Page	Attack	Defend	M. Attack	M. Defend	Agility
148	257	60	89	131	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	28	488	300	50	-50	0	0	-50	150	Ultra Magical Medicine	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Double Slash	Devour Soul				

Blue Skeleton 080



Page	Attack	Defend	M. Attack	M. Defend	Agility
173	242	0	105	100	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	32	240	300	0	0	0	0	-80	150	Ultra Magical Medicine	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Shadowa					

Skeleton Captain 081

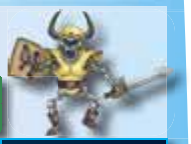


Page	Attack	Defend	M. Attack	M. Defend	Agility
86	186	7	32	37	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	16	352	200	0	0	0	0	-70	150	Magical Medicine	Mega Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sprint Order	Inject Fighting Spirit				

Skeleton General 082



Page	Attack	Defend	M. Attack	M. Defend	Agility
149	206	15	76	300	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	30	240	400	0	0	0	0	-90	100	Ultra Magical Medicine	Radiant Flour

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Scream	Double Slash	Tri-Blade	Mind Slash		

Servant Mecha Robo A 083

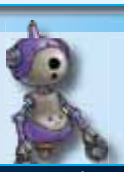


Page	Attack	Defend	M. Attack	M. Defend	Agility
165	87	82	160	161	14

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	20	456	600	0	-30	0	0	100	70	Power-Swap Dart	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Quick	Attack Up				

Enforcer Mecha Robo 084

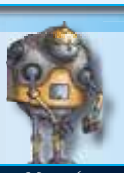


Page	Attack	Defend	M. Attack	M. Defend	Agility
164	225	10	100	250	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	25	162	500	0	-30	0	0	100	70	Power-Swap Dart	Flawless Sapphire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Beam	Mirror Coating				

Servant Mecha Robo B 085

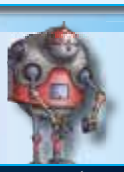


Page	Attack	Defend	M. Attack	M. Defend	Agility
165	150	90	76	141	12

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	18	496	500	0	-40	0	0	100	70	Kelolon Powder	Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multiple Stab					

Standard Defender 086



Page	Attack	Defend	M. Attack	M. Defend	Agility
164	200	40	0	250	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	380	0	0	-30	0	0	100	70	Prismatic Crystal	Flawless Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Readying					

Assassin Mecha Robo 087



Page	Attack	Defend	M. Attack	M. Defend	Agility
164	254	37	144	231	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	27	456	600	0	-30	0	0	100	70	Prismatic Crystal	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Eraser Attack	Erase	Multiple Stab			

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

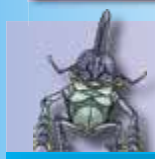


088 Ancient Beetle

Page	Attack	Defend	M. Attack	M. Defend	Agility
81	175	12	0	68	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	15	264	0	0	0	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Upper Thrust	Knock Back				

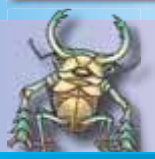


089 Blood-Sucking Beetle

Page	Attack	Defend	M. Attack	M. Defend	Agility
199	224	60	0	600	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	36	488	0	0	0	0	0	100	0	Ancient Feather	Grand Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Upper Thrust	Knock Back				

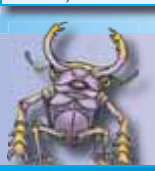


090 Ancient Scarab

Page	Attack	Defend	M. Attack	M. Defend	Agility
81	160	8	0	69	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	15	200	0	0	0	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Major Ablation					



091 Golden Scarab

Page	Attack	Defend	M. Attack	M. Defend	Agility
199	252	30	0	615	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	36	384	0	0	0	0	0	100	0	Ancient Feather	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Major Ablation	Draw Out				



092 Rolling Ripper

Page	Attack	Defend	M. Attack	M. Defend	Agility
86	136	5	34	67	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	14	112	250	0	0	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Anchor	Multiple Attack	19	80	120	20

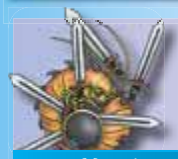


093 Chief Rolling Ripper

Page	Attack	Defend	M. Attack	M. Defend	Agility
113	212	19	80	120	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	22	336	500	0	0	0	0	100	0	Ultra Medicine	Grand Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multiple Attack	Shadowa				

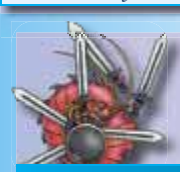


094 Rolling Barb

Page	Attack	Defend	M. Attack	M. Defend	Agility
183	230	30	0	511	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	30	484	0	0	0	0	0	100	0	Ancient Fossil	Flawless Sapphire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Heckling	Reckless Express				



095 Chief Rolling Barb

Page	Attack	Defend	M. Attack	M. Defend	Agility
183	278	60	105	552	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	33	592	500	0	0	0	0	100	0	Ancient Fossil	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Double Slash	Agitation	Charge Song			



096 Gnashing Imp Trap

Page	Attack	Defend	M. Attack	M. Defend	Agility
137	212	100	105	188	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	23	336	250	0	-40	0	0	100	70	Shadow Crystal	Mega Invisibility Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Rolling Thunder	Slowa				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Glowering Imp Trap 097



Page	Attack	Defend	M. Attack	M. Defend	Agility
154	222	100	106	210	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	25	232	150	0	-30	0	0	100	70	Shadow Crystal	Phoenix Talon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Blood Fang					

Robber Clam 098



Page	Attack	Defend	M. Attack	M. Defend	Agility
188	192	120	50	552	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	34	200	500	0	0	0	0	100	0	Ancient Fossil	Body Builder's Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sleep Powder	Steal				

Thief Clam 099



Page	Attack	Defend	M. Attack	M. Defend	Agility
201	266	150	76	615	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	31	472	500	0	0	0	0	100	0	Ancient Fossil	Phoenix Wing

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Loot	Stun Attack				

Souleater 100



Page	Attack	Defend	M. Attack	M. Defend	Agility
125	156	0	101	245	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	20	403	400	0	0	-30	30	100	0	Vitality Elixir	Ultra Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Devour Soul					

Braineater 101



Page	Attack	Defend	M. Attack	M. Defend	Agility
199	261	35	183	661	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	38	384	500	0	0	-30	30	100	0	Grand Emerald	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Blood Fang	Dizzy Dance				

Bloodsucker 102

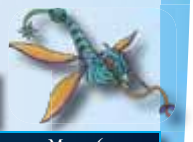


Page	Attack	Defend	M. Attack	M. Defend	Agility
179	163	20	148	630	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	30	608	500	0	0	-30	30	100	0	Grand Emerald	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Photosynthesis	Blood Fang	Chaos Frequency			

Skill Sucker 103



Page	Attack	Defend	M. Attack	M. Defend	Agility
183	171	0	76	525	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	31	680	500	0	0	-30	30	100	0	Grand Emerald	Body Builder's Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Erase	Anchor				

Acornivore 104

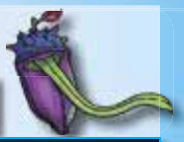


Page	Attack	Defend	M. Attack	M. Defend	Agility
76	99	1	0	50	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	10	130	0	-30	50	0	0	150	-30	Mega Medicine	Sleep Powder

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Angry Dance	Acid Breath	Eaten Alive	Disgorge		

Ravenous Acornivore 105



Page	Attack	Defend	M. Attack	M. Defend	Agility
173	211	0	0	100	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	30	180	0	-30	50	0	0	150	-30	Ancient Fossil	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Eaten Alive	Disgorge				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



106 Poisonous Helmet

Page	Attack	Defend	M. Attack	M. Defend	Agility
113	215	0	0	105	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	23	336	0	-30	50	0	0	150	-30	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Bite	Big Bite				

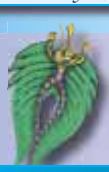


107 Shocking Acornivore

Page	Attack	Defend	M. Attack	M. Defend	Agility
190	165	1	0	130	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	26	316	0	-30	50	0	0	150	-30	Ultra Medicine	Grand Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Thorough Licking	Discharge				



108 Fanged Skimmer

Page	Attack	Defend	M. Attack	M. Defend	Agility
112	112	5	65	100	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	20	128	500	-30	0	-20	30	200	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Heala	Fan				



109 Razor-Winged Skimmer

Page	Attack	Defend	M. Attack	M. Defend	Agility
173	136	0	73	140	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	29	120	500	0	-20	-20	30	100	0	Ultra Medicine	Grand Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sleep	Ablaze				

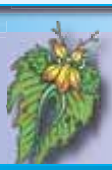


110 Delirious Skimmer

Page	Attack	Defend	M. Attack	M. Defend	Agility
114	165	1	80	97	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	21	152	500	-30	0	-20	30	200	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Black Wind	Photosynthesis				



111 Masked Skimmer

Page	Attack	Defend	M. Attack	M. Defend	Agility
199	160	0	168	570	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	35	152	600	-30	0	-20	30	200	0	Ancient Feather	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Spiteful Dance	Panic				

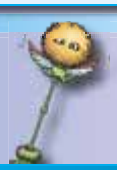


112 Coquettish

Page	Attack	Defend	M. Attack	M. Defend	Agility
114	134	0	0	101	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	20	104	0	0	0	-20	30	100	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Summon Allies	Sweet Fragrance	Cheerful Sound			



113 Piper

Page	Attack	Defend	M. Attack	M. Defend	Agility
179	160	0	87	489	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	31	136	250	0	0	-20	0	100	0	Ancient Fossil	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Summon Allies	Supersonic Wave				



114 Balloon Bomber

Page	Attack	Defend	M. Attack	M. Defend	Agility
160	136	0	0	221	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	25	112	0	-50	-30	-30	30	100	70	Shadow Crystal	Ultra Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Summon Allies	Invitation to Death				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Clawed Bomber 115

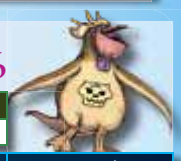


Page	Attack	Defend	M. Attack	M. Defend	Agility
205	170	31	0	705	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	34	248	0	0	-20	0	0	100	70	Grand Shadow Crystal	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Dimensional Bomb					

Parvenu Pelican 116

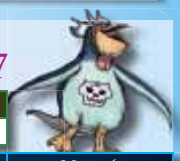


Page	Attack	Defend	M. Attack	M. Defend	Agility
118	191	14	75	130	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	23	224	250	0	0	0	0	100	0	Ultra Medicine	Diamond Necklace

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Scatter Money					

Pelicon 117

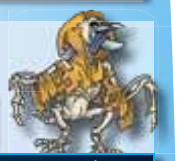


Page	Attack	Defend	M. Attack	M. Defend	Agility
151	194	1	118	120	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	24	240	500	-50	80	0	0	100	0	Ultra Medicine	Grand Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ice Grind	Demonic Lullaby				

Phantom Pelican 118

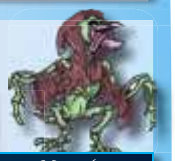


Page	Attack	Defend	M. Attack	M. Defend	Agility
194	300	0	133	660	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	32	392	500	0	0	0	0	-30	150	Ultra Magical Medicine	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Extracta	Light of Condemnation	Mind Trip			

Haunting Pelican 119

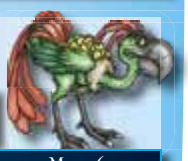


Page	Attack	Defend	M. Attack	M. Defend	Agility
174	173	20	176	560	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	31	256	500	0	0	0	0	-30	120	Ultra Magical Medicine	Radiant Flour

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Extractus	Petrefaction Gas	Mind Trap			

Shrike Cockatrice 120

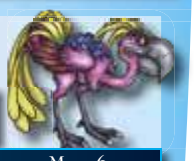


Page	Attack	Defend	M. Attack	M. Defend	Agility
89	136	1	0	66	1

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	14	112	0	0	0	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multiple Stab	Kick				

Crested Cockatrice 121



Page	Attack	Defend	M. Attack	M. Defend	Agility
114	107	1	0	75	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	16	200	0	0	0	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Acid Breath	Kick	Egg			

Cockatrice 122

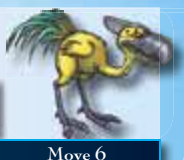


Page	Attack	Defend	M. Attack	M. Defend	Agility
112	162	0	0	90	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	21	160	0	0	0	0	0	100	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Petrifying Breath	Kick				

Mega Beak 123



Page	Attack	Defend	M. Attack	M. Defend	Agility
179	190	0	0	490	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	32	248	0	-20	0	0	0	100	0	Ancient Fossil	Radiant Flour

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multiple Stab	Egg				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



124 Flame Raptor

Page	Attack	Defend	M. Attack	M. Defend	Agility
93	223	35	38	156	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	18	2000	500	200	-30	-20	50	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Deep Breathing	Fire Breath	Hurricane			

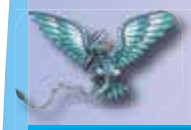


125 Tornado Raptor

Page	Attack	Defend	M. Attack	M. Defend	Agility
219	300	0	0	710	50

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	39	2532	0	0	0	-20	0	100	0	Ancient Feather	MP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multiple Stab	Fearsome Tornado				



126 Ice Raptor

Page	Attack	Defend	M. Attack	M. Defend	Agility
151	280	1	0	144	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	28	1000	0	-50	100	-20	50	100	0	Ultra Medicine	Mega Invisibility Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ice Breath	Petrifying Attack				



127 Boreal Raptor

Page	Attack	Defend	M. Attack	M. Defend	Agility
181	342	0	130	555	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	1152	250	0	0	-20	0	100	0	Ancient Feather	Phoenix Wing

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Kelolon	Multiple Stab	Call Lightning	Blow Away		

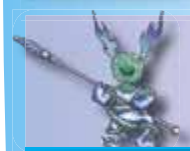


128 Gotsu-Gotsu

Page	Attack	Defend	M. Attack	M. Defend	Agility
58	126	4	120	72	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	12	160	500	0	0	-50	150	100	0	Sapphire	Grand Sapphire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ground	Summon Allies	Sand Blast			



129 Kochi-Kochi

Page	Attack	Defend	M. Attack	M. Defend	Agility
151	122	1	120	266	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	26	136	600	-50	150	0	0	100	0	Sapphire	Prismatic Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Watera	Summon Allies				



130 Bowa-Bowa

Page	Attack	Defend	M. Attack	M. Defend	Agility
215	224	1	120	720	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	36	794	1250	150	-50	0	0	100	0	Ruby	Grand Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Flara	Flarus	Nuclear Fusion			

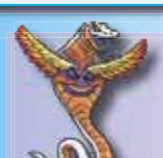


131 Soyo-Soyo

Page	Attack	Defend	M. Attack	M. Defend	Agility
199	178	14	152	759	35

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	37	208	500	0	0	150	-50	100	0	Grand Emerald	Flawless Emerald

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Winda					



132 Snakeface

Page	Attack	Defend	M. Attack	M. Defend	Agility
84	156	1	0	62	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	14	176	0	0	0	0	0	100	0	Mega Medicine	Sleep Powder

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Tail Whip					

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Visage Viper 133



Page	Attack	Defend	M. Attack	M. Defend	Agility
134	185	1	64	113	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	21	184	250	0	0	0	0	100	0	Ultra Medicine	

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Kelo-Glare	Tempest				

Snakween 134



Page	Attack	Defend	M. Attack	M. Defend	Agility
84	186	1	70	71	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	16	272	400	0	0	0	0	100	0	Mega Medicine	Prismatic Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Bite	Glare	Whip of Love			

Immortal Wings 135



Page	Attack	Defend	M. Attack	M. Defend	Agility
216	224	5	5	722	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	36	388	1000	150	0	0	0	10	50	Ancient Feather	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Curse	Acid Breath	Previve			

Green Grunt 136



Page	Attack	Defend	M. Attack	M. Defend	Agility
57	86	4	0	11	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	6	162	0	0	0	0	0	100	0	Thorn Vines	Fresh Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Spinning Slash					

Blue Grunt 137



Page	Attack	Defend	M. Attack	M. Defend	Agility
145	304	36	73	130	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	27	476	200	0	30	-30	0	100	0	Ultra Medicine	Flawless Emerald

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Freezing Cube					

Blue Infantry 138



Page	Attack	Defend	M. Attack	M. Defend	Agility
179	247	40	0	515	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	34	480	0	-30	50	0	0	100	0	Ancient Fossil	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Spinning Slash	Mold Breath				

Red Infantry 139

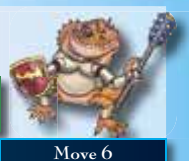


Page	Attack	Defend	M. Attack	M. Defend	Agility
219	257	15	19	722	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	432	500	50	-30	0	0	100	0	Ancient Feather	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Quicka	Mirage				

Orange Grunt 140

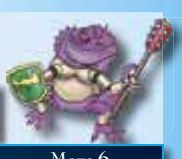


Page	Attack	Defend	M. Attack	M. Defend	Agility
125	215	20	60	173	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	23	336	500	30	30	30	30	100	0	Ultra Medicine	Magic Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Spinning Slash	Shella				

Pink Grunt 141

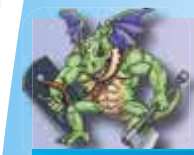


Page	Attack	Defend	M. Attack	M. Defend	Agility
115	239	100	56	109	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	23	336	100	0	0	0	0	100	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Spinning Slash	Venom				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

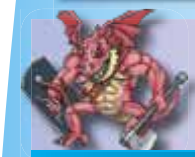


142 Green Soldier

Page	Attack	Defend	M. Attack	M. Defend	Agility
81	206	30	0	60	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	13	496	0	0	0	0	0	100	0	Fresh Garlic	Stout Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Tail Mow-Down					



143 Pink Soldier

Page	Attack	Defend	M. Attack	M. Defend	Agility
220	296	100	97	150	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	39	2500	0	150	-50	0	0	100	0	Ancient Feather	MP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Fan	Shocking Sphere				



144 Orange Soldier

Page	Attack	Defend	M. Attack	M. Defend	Agility
125	296	100	97	150	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	25	672	500	0	0	0	0	100	0	Ultra Medicine	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Fire Sphere	Grounda Sword				



145 Blue Soldier

Page	Attack	Defend	M. Attack	M. Defend	Agility
181	295	120	144	590	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	864	500	0	0	0	0	100	0	Ancient Feather	Phoenix Wing

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Watera Sword					



146 Armor-Shelled Turtle

Page	Attack	Defend	M. Attack	M. Defend	Agility
127	304	200	75	124	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	24	440	500	-10	50	0	0	100	0	Ultra Medicine	Mega Invisibility Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Grounda	Spinning Attack				



147 Glacier Turtle

Page	Attack	Defend	M. Attack	M. Defend	Agility
175	140	150	165	500	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	32	552	600	-50	150	0	0	100	0	Ancient Fossil	Body Builder's Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Watera					



148 Sea-Temple Turtle

Page	Attack	Defend	M. Attack	M. Defend	Agility
201	280	150	150	552	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	30	472	500	-30	50	0	0	100	0	Ancient Fossil	Mega Invisibility Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sand Blast					



149 Land-Temple Turtle

Page	Attack	Defend	M. Attack	M. Defend	Agility
215	185	180	73	690	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	37	1494	500	150	150	0	0	100	0	Ancient Feather	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Body Slam	Cry of Madness				



150 Kelolon

Page	Attack	Defend	M. Attack	M. Defend	Agility
134	139	0	86	108	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	20	112	250	-30	75	0	0	100	0	Kelolon Powder	Kelolon Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Kelolon	Cheerful Sound				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Hyper Kelolon 151



Page	Attack	Defend	M. Attack	M. Defend	Agility
134	247	1	200	125	60

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	25	448	250	-30	200	0	0	100	0	Ultra Medicine	Kelolon Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Full-On Fight	Kelolon				

Kelolon Defender 152



Page	Attack	Defend	M. Attack	M. Defend	Agility
172	225	0	126	162	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	28	288	500	-30	80	0	0	100	0	Ultra Medicine	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Slowa	Deflect				

Balloon Toad 153

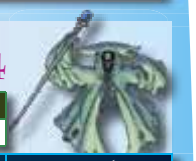


Page	Attack	Defend	M. Attack	M. Defend	Agility
187	278	0	175	560	75

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	35	988	500	-30	150	0	0	100	0	Ancient Feather	Phoenix Wing

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Full-On Fight					

Mad Eye 154

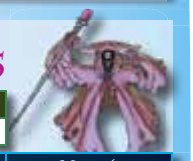


Page	Attack	Defend	M. Attack	M. Defend	Agility
87	130	0	64	144	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	18	545	750	0	0	0	0	100	0	Vitality Elixir	Magic Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Endless Summons	Summon More	Final Summons	Flara	Winda	Grounda

Imposter Eye 155

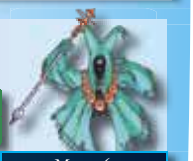


Page	Attack	Defend	M. Attack	M. Defend	Agility
156	148	12	170	288	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	25	298	750	0	0	0	0	100	0	Vitality Elixir	Magic Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Clobber	Attack Up				

Cardinal Eye 156

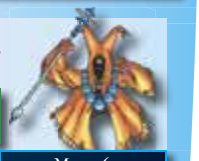


Page	Attack	Defend	M. Attack	M. Defend	Agility
144	119	1	145	253	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	22	112	1000	0	0	0	0	100	0	Vitality Elixir	Flawless Emerald

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Freeze					

Fanatic Eye 157

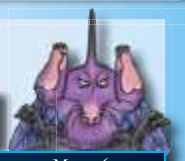


Page	Attack	Defend	M. Attack	M. Defend	Agility
216	166	0	150	805	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	36	216	1500	0	0	0	0	100	0	Grand Ruby	Phoenix Wing

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Winda	Grounda	Extracta	Glare		

Flying Needle Mole 158

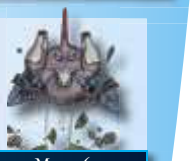


Page	Attack	Defend	M. Attack	M. Defend	Agility
126	156	1	0	104	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	20	144	0	0	0	0	50	10	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sonic Boom	Poison Needle	Submarine Dive			

Armaneedle 159



Page	Attack	Defend	M. Attack	M. Defend	Agility
174	158	10	110	515	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	30	184	250	0	0	0	50	10	0	Ultra Medicine	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ice Wall	Surprise Attack				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

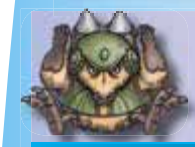


160 Explod-A-Mole

Page	Attack	Defend	M. Attack	M. Defend	Agility
144	170	1	96	130	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	22	268	750	150	-30	0	50	10	0	Ultra Medicine	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Vanishing Dance	Flarus	Last Flight			

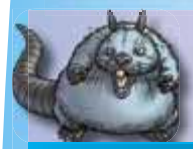


161 Missile Mole

Page	Attack	Defend	M. Attack	M. Defend	Agility
54	68	0	0	6	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	4	104	0	-30	0	0	0	100	0	Fresh Garlic	Stout Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Bite	Summon Allies				

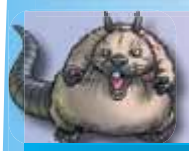


162 Fat Rat

Page	Attack	Defend	M. Attack	M. Defend	Agility
54	68	0	0	6	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	4	104	0	-30	0	0	0	100	0	Fresh Garlic	Stout Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Bite	Summon Allies				

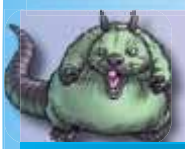


163 Fat Pack Rat

Page	Attack	Defend	M. Attack	M. Defend	Agility
97	136	1	0	70	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	14	176	0	-30	0	0	0	100	0	Fresh Garlic	Stout Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Venomous Tooth					

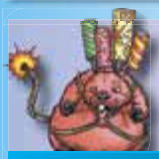


164 Big House Rat

Page	Attack	Defend	M. Attack	M. Defend	Agility
141	144	1	0	110	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	23	152	0	-30	0	0	0	100	0	Ultra Medicine	Flawless Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Tail Mow-Down	Multi-Bite				

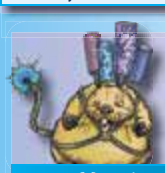


165 Fireworks Rat

Page	Attack	Defend	M. Attack	M. Defend	Agility
139	188	1	0	114	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	22	216	0	0	-30	0	0	100	0	Ultra Medicine	Repeater Weed

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Self-Detonate	Multi-Bite	Invitation to Death			

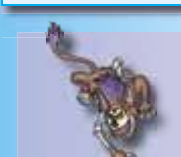


166 Pyre-Rat

Page	Attack	Defend	M. Attack	M. Defend	Agility
127	188	19	62	100	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	22	224	400	0	-30	0	0	100	0	Ultra Medicine	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Germs	Flara				

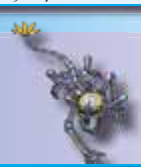


167 Zombie Monkey

Page	Attack	Defend	M. Attack	M. Defend	Agility
174	166	5	0	100	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	29	120	0	0	0	0	0	-50	150	Iridescent Wind	Banana

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Jump Attack	Bone Boomerang				



168 Steel Monkey

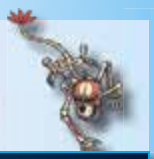
Page	Attack	Defend	M. Attack	M. Defend	Agility
128	156	150	0	174	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	20	176	0	0	0	0	0	-50	100	Iridescent Wind	Banana

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Scream	Jump Attack				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Skeleton Monkey 169



Page	Attack	Defend	M. Attack	M. Defend	Agility
174	148	0	0	100	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	25	114	0	0	0	0	0	-50	100	Iridescent Wind	Banana

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ghastly Laugh					

Security Mecha Robo 170



Page	Attack	Defend	M. Attack	M. Defend	Agility
204	223	90	10	130	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	20	380	125	0	-50	0	0	100	70	Sleep Powder	Broken Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Wallop	Fire Sphere	Drill Attack	Load		

Grim Security Mecha Robo 171

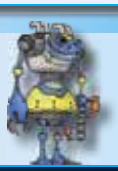


Page	Attack	Defend	M. Attack	M. Defend	Agility
192	245	50	0	213	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	33	400	0	0	-10	0	0	100	70	Grand Light Crystal	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Jump Attack	H20 Barrier				

Patchwork Puppet 172

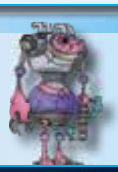


Page	Attack	Defend	M. Attack	M. Defend	Agility
160	240	30	98	250	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	27	448	250	0	-30	0	0	100	70	Sleep Powder	Flawless Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Stun Attack	Jump Attack	Dizzy			

Riot Puppet 173

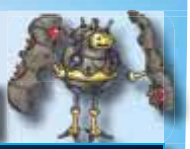


Page	Attack	Defend	M. Attack	M. Defend	Agility
218	265	10	0	630	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	37	892	0	150	0	0	0	100	70	Grand Light Crystal	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Hex-Shot	Stun Laser				

Defense Mecha Robo 174



Page	Attack	Defend	M. Attack	M. Defend	Agility
137	188	150	0	182	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	22	224	0	0	-40	0	0	100	70	Prismatic Crystal	Magic Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Laser	Reinforcement				

White Gear Defender 175



Page	Attack	Defend	M. Attack	M. Defend	Agility
152	194	150	75	231	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	24	284	600	0	-30	0	0	100	70	Prismatic Crystal	Grand Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Shielda	Electric Tackle				

Red Defender 176

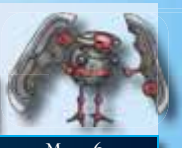


Page	Attack	Defend	M. Attack	M. Defend	Agility
205	184	150	0	600	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	31	368	0	0	-20	0	0	100	70	Grand Shadow Crystal	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Fervor	Shield Attack				

Red-Mask Mecha Robo 177



Page	Attack	Defend	M. Attack	M. Defend	Agility
160	200	150	92	230	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	352	500	0	-30	0	0	100	70	Prismatic Crystal	Flawless Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Flaming Shield	Laser				

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



178 Spin-Laser Defender

Page	Attack	Defend	M. Attack	M. Defend	Agility
213	171	170	75	736	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	36	1328	600	150	150	150	150	100	0	Grand Shadow Crystal	Body Builder's Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Beam	Walla				



179 Midnight Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
64	68	0	31	25	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	7	64	210	0	0	0	0	-50	150	Invisibility Elixir	Mega Invisibility Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Slow	Quick				



180 Emerald Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
142	118	1	120	189	35

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	22	88	625	0	0	0	0	-50	150	Mega Invisibility Elixir	Ultra Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Zephyrus					



181 Gaudy Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
209	175	5	52	211	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	26	394	500	0	0	0	0	-50	150	Iridescent Cyclone	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Attack Up	Quick	Clobber			



182 Lazy Spine Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
202	224	1	0	600	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	36	864	0	0	0	0	0	-50	150	Iridescent Cyclone	Ultra Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Clobber	Hot Dance	Spontaneous Combustion			



183 Jumbo Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
139	329	30	145	200	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	30	2676	750	0	0	0	0	-50	150	Ultra Magical Medicine	Flawless Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Lightning Breath					



184 Stupefying Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
173	208	0	0	150	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	33	832	0	0	0	0	0	-50	150	Ultra Magical Medicine	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ghastly Laugh	Tempting Waltz	Devour Soul			



185 Red Razor Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
216	300	0	170	780	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	39	2072	750	0	0	0	0	-50	150	Mega Invisibility Elixir	Flawless Emerald

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Blaze Inferno					



186 Cursed Spine Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
213	342	5	5	780	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	38	1248	500	150	0	0	0	-50	150	Ultra Magical Medicine	MP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Dangerous Scent	Curse				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Thief Ghost 187

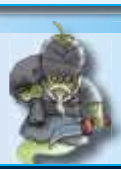


Page	Attack	Defend	M. Attack	M. Defend	Agility
78	108	1	0	96	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	12	112	0	0	0	0	0	-50	150	Invisibility Elixir	The Way of the Thief

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Steal					

Bandit Ghost 188



Page	Attack	Defend	M. Attack	M. Defend	Agility
84	178	1	50	96	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	15	264	500	0	0	0	0	-50	150	Invisibility Elixir	The Way of the Thief

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Loot					

Ninja Ghost 189



Page	Attack	Defend	M. Attack	M. Defend	Agility
156	222	0	0	211	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	25	236	0	0	0	0	0	-50	150	Mega Invisibility Elixir	Assassin Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Coup de Grace	Paralyzing Needle	Utsusemi Technique			

Robber Ghost 190



Page	Attack	Defend	M. Attack	M. Defend	Agility
216	257	5	76	754	40

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	38	920	250	150	0	0	0	-50	150	Ultra Magical Medicine	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Arrest	Unease	Murder			

Hawk Eye 191



Page	Attack	Defend	M. Attack	M. Defend	Agility
89	158	1	64	73	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	15	176	500	0	0	-50	30	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Jump Attack	Weapon Slow				

Ruby Halbird 192

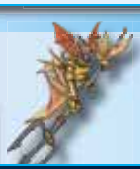


Page	Attack	Defend	M. Attack	M. Defend	Agility
94	170	1	76	81	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	17	280	500	0	0	-50	30	100	150	Mega Medicine	Prismatic Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Jump Attack	Sonic Boom	Dizzy			

Yellow Chiroptrident 193



Page	Attack	Defend	M. Attack	M. Defend	Agility
183	257	0	0	544	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	32	684	0	0	0	-50	30	100	0	Ancient Fossil	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Lightning Breath	Discharge				

Hunter Ghost 194



Page	Attack	Defend	M. Attack	M. Defend	Agility
81	136	6	0	108	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	14	112	0	0	0	0	0	-50	150	Invisibility Elixir	Mega Invisibility Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Tranquilizer					

Assassin Ghost 195



Page	Attack	Defend	M. Attack	M. Defend	Agility
145	167	1	0	195	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	23	152	0	0	0	0	0	-50	150	Thorn Branch	Ultra Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Shotgun					

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



196 Shooter Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
78	121	1	69	91	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	11	80	500	0	0	0	0	-50	150	Invisibility Elixir	Mega Invisibility Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Fire Sphere					



197 Fire Archer

Page	Attack	Defend	M. Attack	M. Defend	Agility
199	177	0	185	655	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	34	168	500	0	0	0	0	-50	150	Ultra Magical Medicine	Body Builder's Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Rain of Fire	Tame Beast	Targeted Shot			



198 Wandering Wrath

Page	Attack	Defend	M. Attack	M. Defend	Agility
64	143	15	23	63	14

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	9	224	200	0	0	0	0	100	0	Vitality Elixir	Magic Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Raging Thrust					



199 Sanguine Slasher

Page	Attack	Defend	M. Attack	M. Defend	Agility
213	280	5	51	720	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	36	448	300	-50	150	0	0	100	0	Grand Sapphire	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Murder					

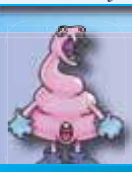


200 Horned-Viper Trident

Page	Attack	Defend	M. Attack	M. Defend	Agility
156	250	80	133	280	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	26	448	500	0	0	0	0	100	0	Vitality Elixir	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Discharge					



201 Wandering Knowledge

Page	Attack	Defend	M. Attack	M. Defend	Agility
151	161	46	140	288	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	21	344	500	0	0	0	0	100	0	Vitality Elixir	Flawless Emerald

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Grounda	Flara	Book Charge			

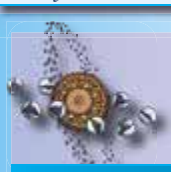


202 Wandering Sage

Page	Attack	Defend	M. Attack	M. Defend	Agility
213	170	0	200	850	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	36	948	750	-50	150	0	0	100	0	Grand Ruby	Phoenix Wing

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Nightmare Tale	End of Story	Quickus			

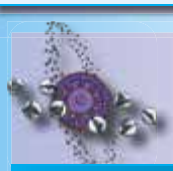


203 Wandering Prophet

Page	Attack	Defend	M. Attack	M. Defend	Agility
156	154	0	144	300	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	26	232	655	0	0	0	0	100	0	Vitality Elixir	Ultra Magical Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Panic	Fearsome Tornado				



204 Wandering Reflection

Page	Attack	Defend	M. Attack	M. Defend	Agility
188	183	0	190	710	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	33	224	750	0	0	0	0	100	0	Grand Sapphire	Body Builder's Elixir

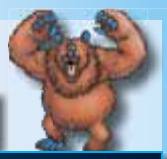
Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Slowus	Quickus	Fast Time			

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Lazy Bear 205

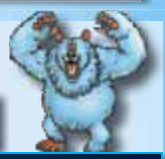


Page	Attack	Defend	M. Attack	M. Defend	Agility
58	255	16	0	72	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	17	544	0	0	0	0	0	100	0	Fresh Garlic	Stout Garlic

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Strike	Laziness				

Polar Bear 206

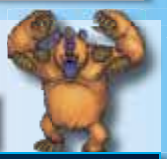


Page	Attack	Defend	M. Attack	M. Defend	Agility
175	300	32	110	533	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	35	864	500	-20	0	0	0	100	0	Ancient Feather	Broken Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Laziness	Sleep				

Horned Lazy Bear 207

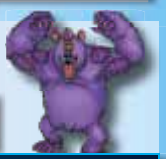


Page	Attack	Defend	M. Attack	M. Defend	Agility
127	280	29	0	110	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	26	680	0	0	0	0	0	100	0	Ultra Medicine	Grand Light Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Laziness	Enrage	Body Slam			

Thunder Bear 208

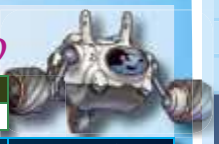


Page	Attack	Defend	M. Attack	M. Defend	Agility
190	280	30	0	140	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	28	736	0	0	0	0	0	100	0	Ultra Medicine	Prismatic Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Lightning Flash	Multiple Attack				

Sentinel Mecha Robo Head 209



Page	Attack	Defend	M. Attack	M. Defend	Agility
142	219	29	45	180	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	24	664	250	0	-30	0	0	100	70	Power-Swap Dart	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Rolling Crush	Unite				

Electrogue Part A 210

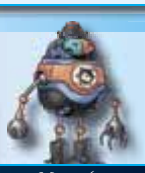


Page	Attack	Defend	M. Attack	M. Defend	Agility
207	247	43	170	640	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	33	624	750	0	-20	0	0	100	70	Grand Light Crystal	Body Builder's Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Rolling Crush					

Sentinel Mecha Robo Body 211



Page	Attack	Defend	M. Attack	M. Defend	Agility
142	230	43	30	188	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	24	592	250	0	-30	0	0	100	70	Power-Swap Dart	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Machine Gun					

Electrogue Part B 212



Page	Attack	Defend	M. Attack	M. Defend	Agility
207	211	57	0	657	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	33	936	0	0	-20	0	0	100	70	Grand Light Crystal	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Missile					

Sentinel Mecha Robo 213



Page	Attack	Defend	M. Attack	M. Defend	Agility
142	161	100	75	203	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	27	1144	500	0	-30	0	0	100	70	Light Crystal	Barrier Magic Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ion Sword					

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

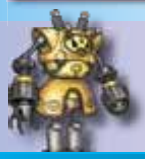


214 Security Electrogue

Page	Attack	Defend	M. Attack	M. Defend	Agility
207	330	78	0	760	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	36	2064	0	0	-20	0	0	100	70	Grand Light Crystal	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Large-Caliber Beam	Lightning Flash	Open Mechat			



215 Spike-Arm Sentry

Page	Attack	Defend	M. Attack	M. Defend	Agility
218	305	80	73	810	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	41	8000	500	150	0	0	0	100	70	Grand Light Crystal	Generalist Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Stun Attack	Multi-Strike				



216 Scowling Dynamo

Page	Attack	Defend	M. Attack	M. Defend	Agility
218	365	150	0	801	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	41	6500	0	150	0	0	0	100	70	Grand Light Crystal	MP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6



217 Double Axe

Page	Attack	Defend	M. Attack	M. Defend	Agility
104	263	130	0	250	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	23	964	0	0	-40	0	0	100	70	Shadow Crystal	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Double Attack	Sonic Boom				

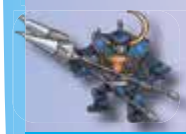


218 Black Double Axe

Page	Attack	Defend	M. Attack	M. Defend	Agility
192	357	100	0	650	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	38	1248	0	0	-20	0	0	100	70	Grand Light Crystal	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Double Attack II	Sonic Boom				

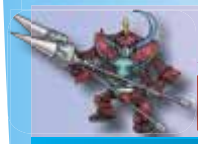


219 Double Lance

Page	Attack	Defend	M. Attack	M. Defend	Agility
138	154	130	0	300	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	28	1152	0	0	-30	0	0	100	70	Shadow Crystal	Part of Eternal Engine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Double Attack	Sonic Boom				



220 Mad Scarlet Spear

Page	Attack	Defend	M. Attack	M. Defend	Agility
218	357	150	0	800	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	36	2376	0	150	0	0	0	100	70	Grand Shadow Crystal	MP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Double Attack	Sonic Boom				



221 Sneezing Cyclops

Page	Attack	Defend	M. Attack	M. Defend	Agility
220	267	5	199	828	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	43	7720	1120	150	0	0	0	100	0	Grand Amethyst	White Magic Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Paralyze	Sleep	Windus			



222 Mechataclysm

Page	Attack	Defend	M. Attack	M. Defend	Agility
220	178	5	220	828	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	42	8989	1250	0	150	0	0	100	0	Grand Amethyst	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Groundus	Lightning Flash	Flarus	Body Slam		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Spellcaster 223



Page	Attack	Defend	M. Attack	M. Defend	Agility
193	330	78	0	760	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	36	2768	1000	0	0	0	0	100	0	Grand Ruby	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Waterus	Psycho Dance	Gravity Press			

Soaring Globe 224



Page	Attack	Defend	M. Attack	M. Defend	Agility
207	212	60	136	688	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	40	6300	1250	0	-20	0	0	100	70	Grand Amethyst	Flawless Amethyst

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Stomp	Groundus	Infinite Strength			

Steel-Eating Tiger 225

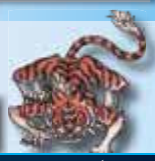


Page	Attack	Defend	M. Attack	M. Defend	Agility
94	175	1	0	78	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	16	244	0	0	0	0	0	100	0	Mega Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Bite					

Gold-Eating Tiger 226

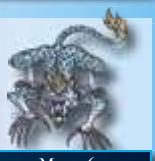


Page	Attack	Defend	M. Attack	M. Defend	Agility
118	250	5	60	115	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	23	448	250	0	0	0	0	100	0	Ultra Medicine	Flawless Sapphire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Rattling Tail	Bite				

Steel-Crusher Leopard 227

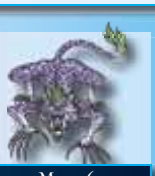


Page	Attack	Defend	M. Attack	M. Defend	Agility
154	152	19	0	140	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	25	344	0	-50	50	0	0	100	0	Ultra Medicine	Ultra Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ice Claw	Bite	Claw of Evil Warding			

Howling Leopard 228

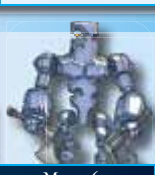


Page	Attack	Defend	M. Attack	M. Defend	Agility
199	348	33	173	640	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	40	752	500	0	0	0	0	100	0	Ancient Feather	Black Magic Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Raging Multi-Strike	Roar				

Ice Giant 229



Page	Attack	Defend	M. Attack	M. Defend	Agility
190	293	130	109	276	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	28	736	250	-50	100	0	0	100	0	Sapphire	Support Magic Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
War Cry	Freezing Swing				

Crystal Giant 230

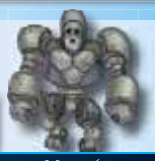


Page	Attack	Defend	M. Attack	M. Defend	Agility
187	360	150	150	713	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	39	2142	250	50	50	50	50	100	0	Grand Sapphire	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Earthquake	Gem Glare				

Stone Giant 231

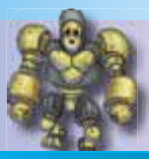


Page	Attack	Defend	M. Attack	M. Defend	Agility
154	321	150	0	290	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	28	1152	0	0	0	-30	150	100	0	Vitality Elixir	Monk Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Swing	Earthquake				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

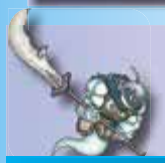


232 Gold Giant

Page	Attack	Defend	M. Attack	M. Defend	Agility
119	313	150	70	228	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	26	1136	250	0	0	0	0	100	0	Vitality Elixir	Flawless Sapphire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Coup de Grace	Break Voice				

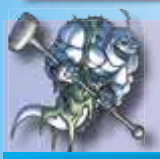


233 Grinning Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
77	198	1	40	106	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	15	620	250	0	0	0	0	-50	150	Thorn Grass	Thorn Branch

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sonic Boom					

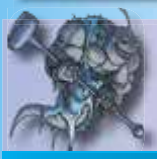


234 Melancholy Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
202	215	1	35	202	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	25	672	120	0	0	0	0	-50	150	Mega Invisibility Elixir	Mega Invisibility Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Strike	Buff Up				

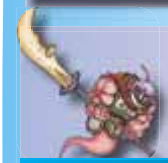


235 Chain-Gang Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
83	339	0	5	115	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	37	888	500	0	0	0	0	-50	150	Ultra Medicine	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Strike	Knockback				

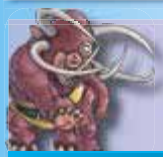


236 Poleaxe Ghost

Page	Attack	Defend	M. Attack	M. Defend	Agility
202	350	0	0	780	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	36	1336	0	150	-50	0	0	-50	150	Ultra Magical Medicine	Cure-All

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Blaze Inferno					

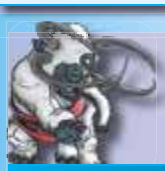


237 Mad Fang Mammoth

Page	Attack	Defend	M. Attack	M. Defend	Agility
145	329	130	0	126	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	30	1176	0	-30	0	0	0	100	0	Ancient Fossil	Phoenix Talon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Skewer	Mow Down				

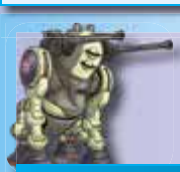


238 Albino Mammoth

Page	Attack	Defend	M. Attack	M. Defend	Agility
194	357	0	173	680	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	1248	500	-50	0	0	0	100	0	Ancient Feather	Phoenix Wing

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ice Breath	Blow Away				

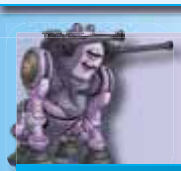


239 Machine Gunner

Page	Attack	Defend	M. Attack	M. Defend	Agility
152	263	120	0	221	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	30	1001	0	0	-30	0	0	100	70	Grand Light Crystal	Phoenix Talon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Bee Hive	Hail of Bullets				



240 Flame Gunner

Page	Attack	Defend	M. Attack	M. Defend	Agility
219	300	160	0	677	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	39	3000	0	150	-50	0	0	100	70	Grand Light Crystal	Phoenix Talon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Bee Hive	Rain of Fire				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Misfortune Mural 241



Page	Attack	Defend	M. Attack	M. Defend	Agility
89	212	1	45	135	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	17	428	500	0	-50	0	0	100	0	Ruby	Grand Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Strike	Fire Attack				

Evil Mural 242



Page	Attack	Defend	M. Attack	M. Defend	Agility
88	186	1	50	131	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	16	236	500	0	-50	0	0	100	0	Emerald	Grand Emerald

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Eyeball Laser					

Posion Mural 243



Page	Attack	Defend	M. Attack	M. Defend	Agility
94	174	1	55	156	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	18	368	500	0	-50	0	0	100	0	Emerald	Grand Emerald

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Poison Attack	Poison-Colored Paint				

Chaos Mural 244



Page	Attack	Defend	M. Attack	M. Defend	Agility
94	152	1	90	150	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	18	280	1000	0	-50	0	0	100	0	Ruby	Grand Ruby

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Tranquilizer	Overdose				

Hydrattler 245



Page	Attack	Defend	M. Attack	M. Defend	Agility
74	140	30	0	100	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	14	1440	500	-20	90	0	0	100	0	Mega Medicine	—

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Glare	Bite	Mow Down	Snake Roar	Slowus	Quicka

Hot Hot Hydra 246



Page	Attack	Defend	M. Attack	M. Defend	Agility
217	336	100	76	777	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	40	10000	500	150	-50	0	0	100	0	Ancient Feather	Sun Necklace

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Break Voice	Primitive Fire				

Poison Hydrattler 247



Page	Attack	Defend	M. Attack	M. Defend	Agility
185	329	30	76	180	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	30	1176	500	0	0	0	0	100	80	Ancient Fossil	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Chaotic Bite	Blaze Inferno				

Gorgon Hydrattler 248



Page	Attack	Defend	M. Attack	M. Defend	Agility
199	363	100	68	777	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	40	1280	500	0	0	0	0	100	0	Ancient Feather	Sword Master Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Big Bite	Marble Meld				

Sandworm 249



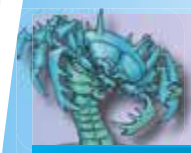
Page	Attack	Defend	M. Attack	M. Defend	Agility
183	333	73	68	566	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	35	1892	500	0	0	0	50	100	0	Ancient Feather	Zephyr Chocolate

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sandy Spit	Weakening Blade	Drag In			

CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



250 Azure Scorpion

Page	Attack	Defend	M. Attack	M. Defend	Agility
175	342	100	0	539	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	1152	0	-50	50	0	50	100	0	Ancient Feather	MP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Blood Fang	Freezing Swing				

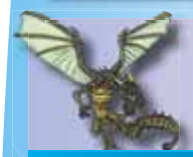


251 Centipede

Page	Attack	Defend	M. Attack	M. Defend	Agility
128	317	150	0	252	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	27	1144	0	0	-30	0	50	100	70	Shadow Crystal	Grand Shadow Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Stun Laser	Sonic Boom	Laser			

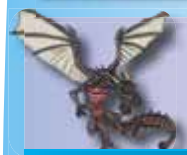


252 Moody Dragon

Page	Attack	Defend	M. Attack	M. Defend	Agility
136	170	38	0	400	30

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	28	2400	0	0	0	0	0	100	0	Ultra Medicine	Lei

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6

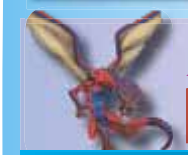


253 Spark Dragon

Page	Attack	Defend	M. Attack	M. Defend	Agility
226	342	80	175	874	45

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	23700	500	50	0	-30	50	100	50	Ancient Feather	Ancient King's Bracelet

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Black Wind	Ancient Force				

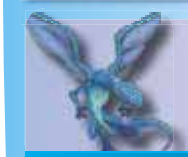


254 Pyro Dragon

Page	Attack	Defend	M. Attack	M. Defend	Agility
219	333	60	166	828	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	15000	500	200	-50	0	0	100	0	Ancient Feather	Ballet Shoes

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Fire Breath	Primitive Fire	Crimson Blood Rain			

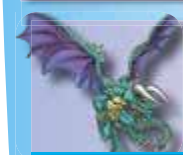


255 Phantom Dragon

Page	Attack	Defend	M. Attack	M. Defend	Agility
226	356	0	175	920	50

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	45	20200	1000	0	0	-30	0	100	150	Ancient Feather	Nene's Earring

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Fearsome Tornado	Wind of the Past				

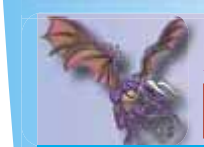


256 Blizzard Dragon

Page	Attack	Defend	M. Attack	M. Defend	Agility
225	175	120	170	750	24

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	19880	500	0	150	0	0	100	0	Ancient Feather	Ribbon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Ice Breath	Blizzard	Roar	Reflecta		



257 Amethyst Dragon

Page	Attack	Defend	M. Attack	M. Defend	Agility
225	342	190	176	897	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	38	24990	500	50	0	-30	50	100	50	Ancient Feather	Ancient King's Ring

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Lightning Breath	Lightning of the Gods				



258 Jeelala

Page	Attack	Defend	M. Attack	M. Defend	Agility
120	170	40	10	120	12

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	21	2300	500	30	30	30	30	100	0	Grand Ruby	Supermetal Necklace

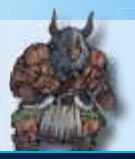
Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Tornado Sword	Jewel Fragment				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Gorgo Beastfolk Warrior 259



Page	Attack	Defend	M. Attack	M. Defend	Agility
120	135	50	10	100	8

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	21	520	500	40	40	40	40	100	0	Gorgo Elixir	Mythril Bracelet

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Full-Strength Strike	Whirlwind Demon	Threat			

Winking Patroller 260

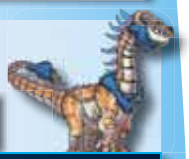


Page	Attack	Defend	M. Attack	M. Defend	Agility
61	120	10	0	15	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	10	512	0	0	-25	0	0	100	70	No-Ghost Device	Prismatic Crystal

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Illegal Modification	Knockback	Maintenance	Parts Procurement		

Flamboyant Dinoram 261



Page	Attack	Defend	M. Attack	M. Defend	Agility
57	80	20	0	0	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	4	320	0	30	30	20	40	100	0	Ancient Fossil	Silver Bracelet

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Trample	Mow Down	Tail Defense			

Stonesaurus 262

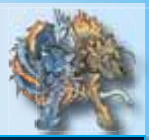


Page	Attack	Defend	M. Attack	M. Defend	Agility
197	200	85	10	750	7

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	36	10000	0	80	80	-50	100	100	80	Flawless Amethyst	Black Magic Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Mow Down	Earthquake	Fire Breath	Ice Breath	Poison Breath	Petrification Breath

Icefire Wolf Ghost 263

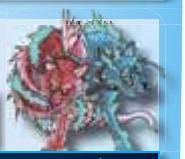


Page	Attack	Defend	M. Attack	M. Defend	Agility
67	80	10	75	45	5

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	6	800	0	-100	200	50	50	-50	100	Shadow Crystal	Silver Ring

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Fire Change	Fire Claw	Ice Change	Ice Claw	Fire and Ice Change	Fire and Ice Breath

Rockwind Wolf Ghost 264

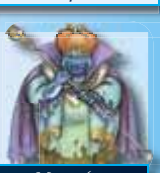


Page	Attack	Defend	M. Attack	M. Defend	Agility
182	210	55	120	600	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	30	6000	0	50	30	0	0	100	50	Grand Emerald	Barrier Magic Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Earth Wedge	Fault	Shocking Sphere	Spinning Shell	Weather Anomaly	Split

King Ghost 265

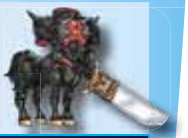


Page	Attack	Defend	M. Attack	M. Defend	Agility
79	145	10	80	35	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	10	1270	500	50	50	50	50	-15	150	Mega Medicine	Mythril Earring

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Smack Down	Mow Down	Summon	Earth Shock	Bystander	Kingly Mode

Dullahan 266



Page	Attack	Defend	M. Attack	M. Defend	Agility
95	98	40	100	125	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Magic Monster	17	1200	500	70	30	30	-30	40	110	Part of Eternal Engine	MP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Charge	Blast	Sonic Blade	Steel Prayer	Last Resort	

Blazing Kirin 267



Page	Attack	Defend	M. Attack	M. Defend	Agility
131	180	30	185	200	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	22	3200	2500	180	0	20	20	100	0	Grand Ruby	Bellybutton Ring of Fire

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Hid-Leg Kick	Blazing Pillar	Fire Breath	Roar	Inferno	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



268 Azure Abyssal Dragon

Page	Attack	Defend	M. Attack	M. Defend	Agility
189	230	45	100	520	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	30	6800	500	-30	180	5	0	100	0	Magic Shoes	Bellybutton Ring of Water

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Watera	Water Laser	Mow Down	Massive Tsunami		

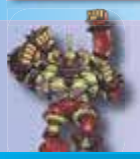


269 Azure Sentinel

Page	Attack	Defend	M. Attack	M. Defend	Agility
178	200	185	10	200	12

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	30	7000	0	20	80	80	80	100	80	Shadow Crystal	Bellybutton Ring of Earth

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Continuous Strike	Earth Crash	Rocket Punch			



270 Steel Giant

Page	Attack	Defend	M. Attack	M. Defend	Agility
208	250	170	0	300	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	33	10200	0	35	-10	0	-20	100	0	Part of Eternal Engine	Monk Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Continuous Strike	Earth Crash	Ray Beam	Fifth Reflect		

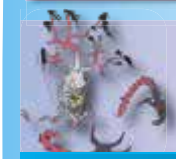


271 Eat-Yeet

Page	Attack	Defend	M. Attack	M. Defend	Agility
171	180	35	10	195	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Monster	29	1700	500	0	75	75	75	60	75	Light Crystal	Black Belt

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Poison Sap	Sticky Sap	One Hundred Roots			

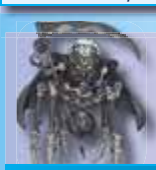


272 Ghost Yeet

Page	Attack	Defend	M. Attack	M. Defend	Agility
203	170	60	10	210	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Undead	36	13000	0	0	75	68	80	-5	150	Stone Shoes	Ribbon

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Stone Sap	One Hundred Venomous Roots	Earth Reverberation	Death Blossom	Boost Fire	



273 Scything Skull-Spider

Page	Attack	Defend	M. Attack	M. Defend	Agility
149	300	30	100	200	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	24	2840	500	30	0	30	10	100	50	Grand Shadow Crystal	Assassin Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Image of Weakness	Image of Absorption	Image of Enchantment	Image of Defeat	Image of Chaos	Image of Ruin

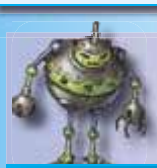


274 Gold Scything Skull-Spider

Page	Attack	Defend	M. Attack	M. Defend	Agility
193	210	60	100	500	37

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	6800	5000	50	50	50	50	50	50	Magic Shoes	Ballet Shoes

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Lethal Blade	Quick-Drawn Blade	Scythe	Quick-Draw Scythe	Dark Revival	

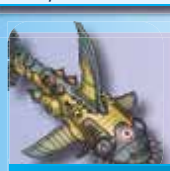


275 Jumbo Mecha Robo

Page	Attack	Defend	M. Attack	M. Defend	Agility
163	300	70	10	200	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	28	100500	500	0	0	0	0	100	0	Part of Eternal Engine	Eternal Engine Bracelet

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Rapid-Fire Gun	Mow-Down Beam	Lost Hurricane			



276 Land Shark A

Page	Attack	Defend	M. Attack	M. Defend	Agility
155	240	50	10	700	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	1	2720	500	50	-20	0	50	100	0	Medicine	Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Nose Machine Gun	Heat Laser				

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
#001 - #050
#051 - #100
#101 - #150
#151 - #200
#201 - #250
#251 - #290
ART GALLERY

Land Shark B — 277

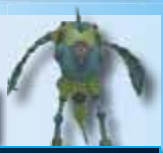


Page	Attack	Defend	M. Attack	M. Defend	Agility
155	180	45	10	250	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	25	3210	500	50	-20	0	50	100	0	Part of Eternal Engine	Guardian Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Jaws Knife	Heat Laser				

Land Shark C — 278



Page	Attack	Defend	M. Attack	M. Defend	Agility
200	160	40	10	250	0

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	33	5100	750	50	-20	0	50	100	0	Part of Eternal Engine	Bellybutton Ring of Wind

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Machine Gun	Ultrasound	360-Degree Fire			

Mechosaur — 279

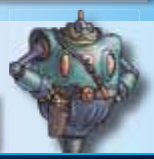


Page	Attack	Defend	M. Attack	M. Defend	Agility
213	240	45	100	300	18

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	34	6370	500	20	5	10	-10	50	50	Stomach-Band	Belt of Hermes

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Eye Beam	Stand Firm	Roar	Tail Swing	Major Earthquake	Total Madness

Szabo — 280

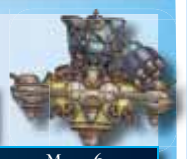


Page	Attack	Defend	M. Attack	M. Defend	Agility
106	130	30	10	150	13

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	20	1900	750	50	50	50	50	100	50	Part of Eternal Engine	HP Boost Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Dispelling Punch	Chest Laser	Power Charging	High-Power Charging	Full-Power Charging	

Grand Szabo — 281



Page	Attack	Defend	M. Attack	M. Defend	Agility
159	180	60	10	400	18

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	27	2100	750	60	60	60	60	100	60	Part of Eternal Engine	Barrier Magic Heart

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Szabo Short-Range Gun	Szabo Long-Range Cannon	Szabo Full-Range Attack	Szabo Spin Fire		

Ultimate Szabo — 282



Page	Attack	Defend	M. Attack	M. Defend	Agility
222	240	60	200	800	10

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	34	25000	0	0	0	0	0	100	50	Part of Eternal Engine	Nene's Ring

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Double Special Shot	Heat Press	Hundred Thrust	Blade Shield	Full-Charge Laser	Szavulcan

Silent Ku — 283



Page	Attack	Defend	M. Attack	M. Defend	Agility
104	165	30	10	100	15

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	18	2420	0	0	0	0	0	100	20	Grand Ruby	Iridescent Cyclone

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Shot	Flash Bang	Charged Shot	Gunman Mode	Quick Draw	

Grand Silent Ku — 284

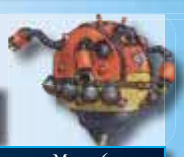


Page	Attack	Defend	M. Attack	M. Defend	Agility
157	170	45	10	130	20

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	1900	0	0	0	0	0	100	20	Medicine	Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Multi-Shot	Flash Bang Revised	Gunman Mode	Quick Draw	Cowboy Formation	

Heat-Wave Sai — 285



Page	Attack	Defend	M. Attack	M. Defend	Agility
105	140	15	10	130	8

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	18	3700	0	0	0	0	0	100	0	Grand Emerald	War-Mage Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Throw Bomb	Throw Bombs	Superheated Breath	Rolling Punch		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



286 Grand Heat-Wave Sai

Page	Attack	Defend	M. Attack	M. Defend	Agility
157	135	25	10	240	8

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	2500	0	0	0	0	0	100	0	Medicine	Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Throw Bomb	Throw Bombs	Superheated Breath	Rolling Punch	Raging Flames	

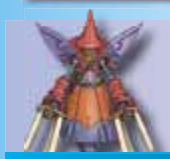


287 Raging Kesu

Page	Attack	Defend	M. Attack	M. Defend	Agility
106	120	30	10	155	18

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	19	2200	0	20	20	-20	0	100	20	Grand Sapphire	Fortification Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Special Knife	Chop Up	Knife Storm	Angry Waves		



288 Grand Raging Kesu

Page	Attack	Defend	M. Attack	M. Defend	Agility
158	105	35	10	210	25

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	1800	0	0	0	-50	0	100	0	Medicine	Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Special Knife	Knife Storm	Storm and Stress			



289 Turbulent Mai

Page	Attack	Defend	M. Attack	M. Defend	Agility
105	170	35	10	150	2

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	19	2000	0	20	20	20	0	100	20	Grand Amethyst	Magical Fortification Elixir

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Sonic Blade	Spinning Slash	Turbulence	Anticipate	Return in Spades	



290 Grand Turbulent Mai

Page	Attack	Defend	M. Attack	M. Defend	Agility
158	180	50	10	230	3

Type	Lvl	HP	MP	Fire	Water	Wind	Earth	Light	Dark	Steal Common	Steal Rare
Mecha Robo	26	1700	0	20	20	20	0	100	20	Medicine	Medicine

Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Spinning Slash	Kelolon Buster	Anticipate	Return in Spades	Vicissitudes	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

TALTA VILLAGE





TALTA VILLAGE CAMP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ANCIENT HOSPITAL RUINS

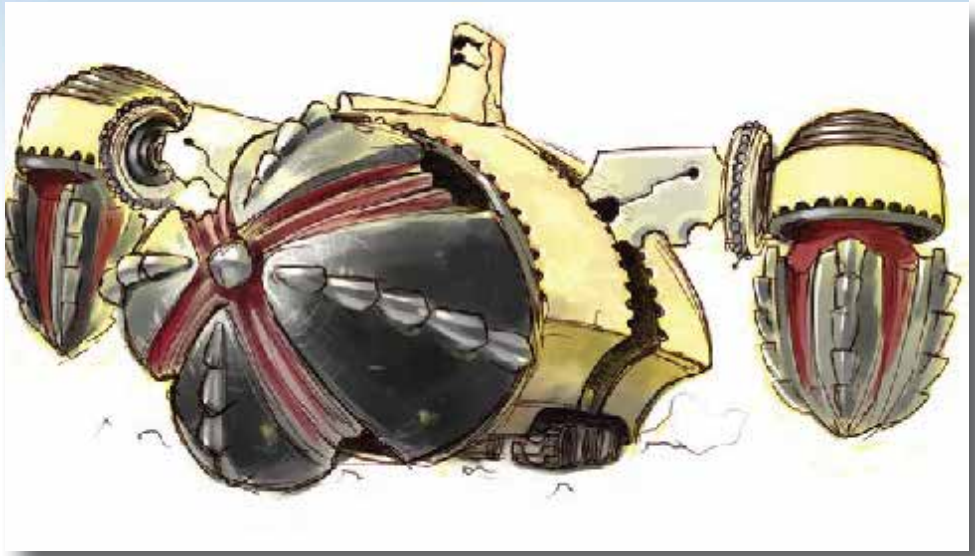




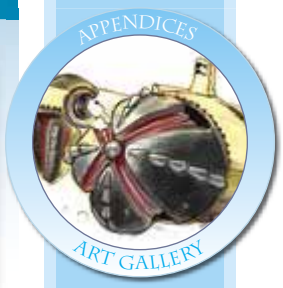
DEVEE VILLAGE



DRILL MACHINE



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

MURAL TOWN



UNDERSEA CAVERNS





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

JIBRAL CASTLE

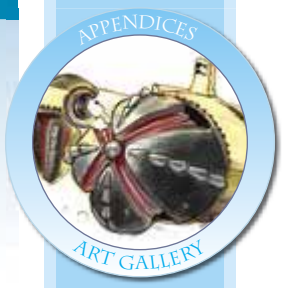








Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

BAROY TOWN



WIRE HIGHLANDS



ANCIENT PRISON



SHEEP TRIBE CAMP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DEVOUR VILLAGE



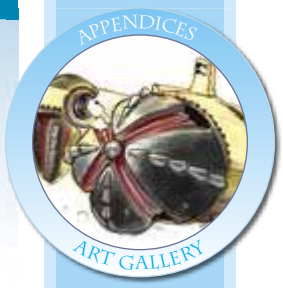
DEVOUR FOREST



ALUMARU VILLAGE



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

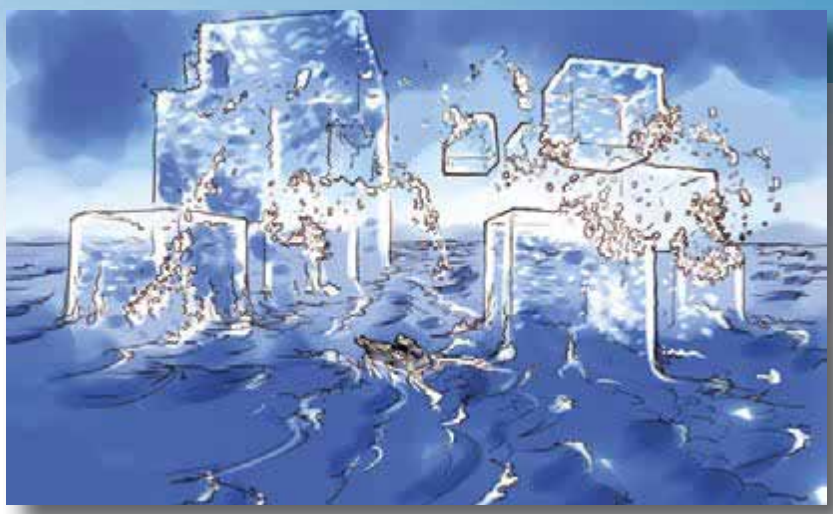


CHARACTERS
EXPLORING
BATTLE BASICS
ADVANCED COMBAT
CHARACTER GROWTH
SHADOW CLASSES
SPELLS
QUESTS: DISC 1
QUESTS: DISC 2
QUESTS: DISC 3
ACHIEVEMENTS
BARRIERS
ITEMS
MONSTERS
ART GALLERY

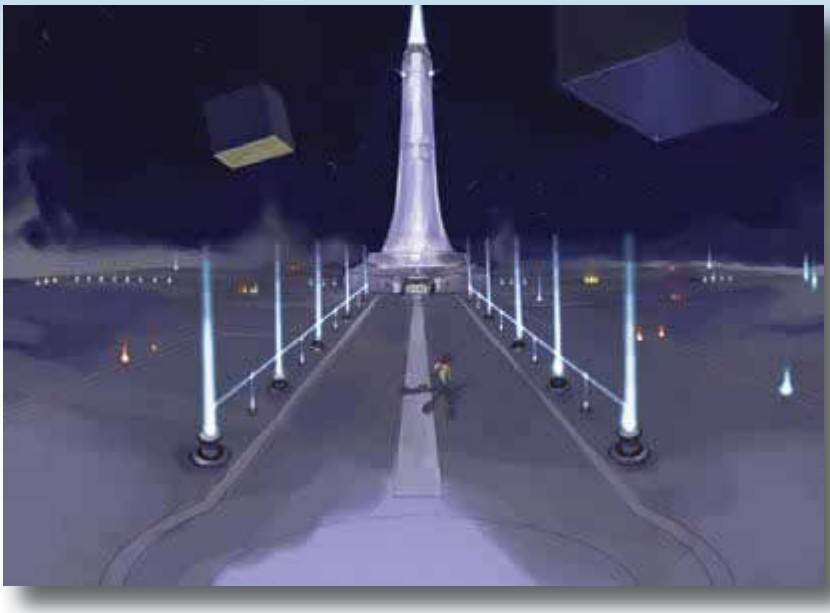
MURAL VALLEY



SEA CUBE



MECHA-ROBO CUBE



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WIRE HIGHLANDS



UNDERGROUND RIVER



THE WETLANDS



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

GAME PRODUCTION CREDITS

scenario	HIRONOBU SAKAGUCHI
character design	AKIRA TORIYAMA
music	NOBUO UEMATSU
director	TAKUYA MATSUMOTO
art director	YOSHIHITO TAKAHASHI
concept art	MANABU KUSUNOKI
monster designers	HIDEO MINABA
	AKIRA TORIYAMA
lead programmer	SHINJI ISEKI
lead planner	MASAHIDE KOBAYASHI
project manager	YUTAKA SUGANO
real time event lead	NOBORU SHIRASU
character motion lead	KEN AWATA
npc model lead	NORIKO OMIZO
shadow & monster model lead	DAISUKE ITO
field map model lead	KOH OKAMURA
world & battle map lead	DAISUKE KOJIMA
special effect lead	TAKESHI OHASHI
sub real time event lead	KEISUKE WATANABE
real time event storyboard artist	DAISUKE SHIMAMURA
real time event A motion lead	SHINGO ITO
real time event B motion lead	RINKO YAGIHASHI
battle lead programmer	MINORU OGAWA
script lead programmer	MANABU KOBAYASHI
monster lead programmer	ATSUSHI GOTOH
battle lead planner	TAKASHI KUROKI
dungeon-map lead planner	YASUNARI SEKINE
town-map lead planner	TAMICHI OHTSU
menu / sound planner	TSUKASA TANAKA
scenario script writer	ATSUHIRO TOMIOKA
monster concept designers	YOSHINORI SAYAMA
	ERIC FENG
interface designer	OSAMU YAMAZAKI

CHARACTER VOICE

shu	MARINA INOUE
jiro	KOUKI MIYATA
kluke	AYAKO KAWASUMI
zola	HOUKO KUWASHIMA
marumaro	ETSUKO KOZAKURA
nene	NORIO WAKAMOTO
szabo	TESSYOU GENDA
deathroy/destroy	YUJI UEDA
king gibral	DAISUKE NAMIKAWA
fushira	KENICHI OGATA
jiro's father	NAOMI KUSUMI
jiro's mother	HIROKO NISHI
marumaro's father	TAKASHI NAGASAKO
marumaro's mother	KIKUMI UMEDA
yasatt	ATSUSHI GOTO
hinnett	YUTAKA AOYAMA
patriarch of paches town	KOICHI KITAMURA
king ghost	CHAFURIN
village chief of lago village	MASAAKI TSUKADA
sahlia	RYOKO ONO
jeelala	JIN YAMANOI
sura-sura	CHIE SAWAGUCHI
kabura	TAEKO KAWATA
devour village - old woman	TOSHIKO KOMURA
kelaso village - old woman	ROKO TAKIZAWA
silent ku	HIDEO KAZAMA
heat-wave sai	HIROMU KONDO
turbulent mai	EISUKE ASAKURA
raging kesu	JUN OHSUKA
paches town - townsperson	ATSUSHI IMARUOKA
village chief of tata village	RIKI KITAZAWA
noluta village - child	KEI KOBAYASHI
paches town - child	NORIKO OGANE
lago village - child	MEGUMI MATSUMOTO
guard/soldier	HUMINORI KOMATSU
child	KAZUKI MIZUSHIRO
guru-guru	TADASHI MUTOH
female villager	AKI UNONE
	KAORI YAGI

MICROSOFT GAME STUDIOS

executive producers	SHANE KIM
	PHIL SPENCER
	AJ REDMER
	NORMAN P. CHUCK
group senior managers	GORDON HEE
	RAY NAKAZATO
senior program manager	JUN TANIGUCHI
program manager	YUTAKA NOMA
development lead	YUKIE YAMAGUCHI
art leads	TAKEHIKO AKABANE
game design lead	MASAO SUGANUMA
audio lead	KAZUTAKA YAMAGUCHI
	SHOKO IWANO
test lead	KENSUKE HAYASHI
user research lead	JONAH MASARU NAGAI
ux coordinator	HIROMI MIHARA
business manager	TAKAYUKI KAWASAKI
localization program manager	TACEY MILLER

MISTWALKER CO., LTD.

marketing producer	KENSUKE TANAKA
studio manager	HIROKO NAKAMURA
marketing coordinator	KYOKO SAITO
	SHUEISHA INC.
executive producer	KAZUHIKO TORISHIMA
producer	YU KONDOH
copyright management dept.	TAKASHI WATANABE
weekly shonen jump	HISASHI SASAKI
monthly v jump	AKIO IYOKU

ARTOON

executive producers	YOJI ISHII
	NAOTO OHSHIMA
background designers	MORIYOSHI OHARA
	MASARU MINOKAWA
	MASAHIRO SATO
	EIJI TAGUCHI
	NAOKO OSAKABE
shadow & monster model artists	HIDETAKA KAKIHANA
	KAZUHIRO FUJITA
monster model lead	YOSHIHISA SHIMIZU
monster model artists	TAKUSHI YAMAGUCHI
	KAZUYOSHI TAGAYA
	MASATOSHI OHMURA
	NAHO OHKAWA
	MISAO KOBAYASHI
	TOMOHIRO NARUSE
	ISAO HASEGAWA
	MASAYOSHI SHINODA
	NAOKI NISHIKAWA
	YOSHINOBU KAKIZAKI
	MASAYUKI TANO
	NOBUHIRO TUCHIYA
main npc model artists	MASASHI TATSUMI
	HASHIHITO KOMATSU
	SHOGO UEMA
	TOMOKO MAEDA
npc model artists	SATOSHI TAMAKI
	HIROMI TABUCHI
	YOSHIMI HOSAKA
	KEN FURUYA
	TUYOSHI TAKAHASI
	HIROKI KOIKE
	CHIHARU HIRAGA
	AKIRA MASUDA
	TOMOHIRO MORINAGA
	TAKAYUKI NAKAMURA
	AYUMI MIYAKE
	MITSURU KATSUBE
	CHIE MATSUOKA
	TOYOTAKE ISHIDA
main character motion artists	YOUHEI SUNAMURA
	KAZUYO YOSHIDA
	KAZUHIDE FUKUZAWA
	NAOHIRO ENDO
	KAZUAKI NISINARI
	TOMOYUKI SHINODA
	KOUJI MIYOSI
	TOYOTAKE ISHIDA
monster A motion artists	NAOKI MORO
	ATSUSHI SUGIYAMA
	DAISUKE FUKAGAWA
	KEI JYUMONJI
	TADASHI TSUKAHARA
	NOBUYUKI TAKAHASHI
	TAKASHI HIRAMICHI
	ATSUSHI SUGIYAMA
	TOMOMI SAKUMA
	MEGUMI NAGOYA
	YUKI ITO
	TAKAHIRO ABE
	TAKAYUKI UMEMOTO
	TAKAHUMI MORO
	HARUMI NOGUCHI
	YUKI KATO
	SHINYA SUGAI
	MAKIO UENO
	MASAMI NARITA
	TSUKASA SIGAKI
	DAISUKE KANBAYASHI
monster B motion artists	YUKO HAYASHI
	HANAE OKABE
	TAKAYOSHI NIHEI
	SHUNSUKE KANADA
	HARUYA TAKESHITA
	EMIKO MICHISHITA
	AYA IGARASHI
	KEN TAKAHASHI
	KENICHIRO KUMAO
monster C motion artists	RYUZO ABE
	NAOKI TAGUCHI
	SYUNSUKE UEMATSU
	ATSUKO KATAKURA
	ARITOMO SAEKI
	JUNNA SATO
	SHINO NISHITANI
	HIRONARI HASHIMOTO
	YOSHIYUKI YAJIMA
	ATSUSHI YOKOYAMA
npc motion artists	TOMOATSU GODAI
	TAKAHIRO MIYAJI
	KAORI TAKAHASHI
	MASAYASU YOKOSE
	TAKAYUKI HIRANO
	HIDEAKI SAKADO
	RYO MIYATA
main background artists	TOMOHIRO ISHINO
	KAYO HOSHINA
	TAKAMI MATSUO
	SHINJI NARIAI
	NAOKO WATANUKI
	YUKA SAITO
	TORU SHOJI
town map model A lead	EIKO NISHIMINE
town map model A artists	YOKO HONMA
	TAKAHARU SUZUKI
	TAKESHI WAKABAYASHI
	HIROOMI YAMAZAKI
	SATOSHI TERADA
	MASAYUKI ENDOU
	YUKIE CHIBA
	TAKANORI DAITO
	AKIRA FUJISAKI
	AIKO SHINOHARA
	OTOKAZU EDA
	YUSUKE WATANUKI
	KAORU TAKINO
	KENGO MIYAKUNI
	YUMIKO SUGIHARA
	ATSUSHI NUMATA
	NAOSHI ITO
	HIDEYASU ISHIHARA
town map model B manager	TARO MURAYAMA
town map model B lead	HITOMI HATTORI
town map model B artist	KAZUE SAITOU
	SORAMI OKASHITA
	MEGUMI WATANABE
	AKITO NIWANO
town map model C lead	HIROYUKI SEKIGUCHI
town map model C artists	YUUKI
	YOSHIDA
	SHOU KUMAGAI

	SAORI YANO
dungeon map A model lead	TAKASHI NINOMIYA
dungeon map A model artists	YASUHIRO SHIMADA
	KAZUHIRO AKIYAMA
	TAKASHI NAKAGAWA
	HIDETOMO TOTSUKA
	KEIHAN FUJII
	AYUMU KAWAMOTO
	KAZUHIRO OKUMA
	MIKIO OKUBO
	AKANE OKAWA
	KAZUYA NANJO
dungeon map B model manager	MASAYA ISHIZUKA
dungeon map B model lead	HIDEAKI KATO
dungeon map B model artists	REINU TAKENAKA
	YUKA ITO
	KAORI KITANO
	AKIKO KUBO
	MASAYA ANNO
	SHINO HIRANABE
	DAISUKE KATO
	SATOSHI HIGUCHI
battle & event map model artists	ANRI KOBAYASHI
	RYO OTA
	HISANORI OHYAMA
	SHOGO KUNIGAMI
world map model artists	GO KAKAZU
	NAOMI KITAZAWA
	MAI OIKAWA
	YUTA NORO
	MAIKO YAMAMOTO
	YUKIKO ESAKI
	TOMOMI IMAZU
	MOTOHIRO YAMADA
battle effect manager	KEIICHI OKAWARA
battle effect lead	TAIZO INUKAI
battle effect artists	KANAKO SANO
	YUJI TAGO
	IKUKO MATSUMOTO
	SHUICHI MURATA
	CHIAKI ASAKURA
	OSAMU YAZU
	SATORU WATANABE
	MASATAKE KANEOKA
	YOUHEI FUJII
	YOUSUKE HISASUE
	KEIICHIROU KUSANAGI
map effect artists	YOSHIAKI HONMA
	KEISUKE SAITO
	HIROTASU ISHIDA
interface designers	TAKESHI YAMADA
	AOI NAKAMURA
item designers	TAKESHI MATUZAWA
	MAMI HORIGUCHI
	KEI IRITA
	PAKU SHIN
real time event authoring artists	MAKOTO YAMAMOTO
	GEN SHIOMI
	TAKUMA SUGAWARA
	HIDETO SUZUKI
	KOUICHI OKADA
real time event motion lead	SHINJI HARADA
real time event motion artsts	TAKANOBU MIYAZAWA
	WATARU HORIKAWA
	YOSHIAKI OGURA
	ERIYA ASHINO
	WATARU NAGANO
	ATSUSHI HASHIMOTO
	TADASHI CHIBA
	SHINOBU KAWAI
	TAKASHI YOKOYA
	NORIAKI ISOGAI
	NORIAKI KAKEI
	DAISUKE SATO
	AKITOYO NARASAKO
	YUMIKO FUJISHIMA
	CHIAKI OMOTE
	SHIZUE YOSHITOMI
	YOSHIHISA HORIKAWA
	KIMIKO HIRATA
	MEGUMI SUZUKI
	MAYU ABIKO
	CHIAKI KANG
	TAKAHIRO KWAMURA
	TAICHI SUZUKI
real time event B sample picture artists	YUICHI UCHIDA

	NORIHITO FUKUDA
	MICHIKO MUTO
	KEITA USAMI
	YUTAKA ISHIDA
	KAZUAKI DAIMON
npc concept designer	TAKAHIRO KAJIMOTO
concept model artist	HIROSHI ARAI
2d design supports	TAKAO WATANABE
	MANAMI WATABE
	HIROYUKI ISHIYAMA
	SAYURI NISHIKAWA
	MIO OHTA
	RISO FURUYA
gimmick programmer	TOMOAKI MATSUKAWA
sfx programmer	MASASHI OGAWA
UI programmer	KAZUTSUNA KURISU
event programmer	TOMOYA TATEISHI
system programmer	SHUNSUKE SEKIKAWA
shooting programmer	HIROYUKI TORII
effect/carriage programmer	TAKUTO NAKAMURA
programmers	KENTA WATANABE
	YASUNORI HIRATA
	YUTA KAWANO
	KOJI KAIFU
	DAISUKE KOIKE
	KENYA SHIMAZAKI
boss-monster planners	TAKAMICHI NITTA
	MINORU KAWAMURA
monster planners	HIDENORI OIKAWA
	TOMOHIDE HAYASHI
	DAISUKE TAKAGAWA
	RYO SATO
	HIROSHI HASOBE
dungeon-map scripters	MASAAKI SHIMOMA
	YUUSUKE NAKADAIRA
	NAOYA IIDUKA
	AKIHITO OHGINO
town-map scripters	DAISUKE MORIWAKI
	KAZUYOSHI ISARI
	JAEYOUNG LEE
world / mechat planner	SHUETSU KADOWAKI
lead tester	JUN IMANISHI
planners	TAKEO NISHIYAMA
	SHIROU JIBIKI
	TAKAYOSHI YARIMIZU
	MITSUAKI SHIBATA
	NAOYA KAWAHIRA
	YOUSUKE WATANABE
	YUKI HIRANO
	SHOICHI WATABE
	NAOKI KUSABA
	MASARU YONEZAWA
	KENJI KURONO
	NORITSUGU MIYAO
	DAI MIZUGUCHI
	TAKASHI TANAKA
	HIROTO SAIKI
	MASAYA KANEKO
	KOICHI NISHINO
	KAZUYOSHI TSUGAWA
	SHINO TAIRA
collision planners	TSUTOMU ABE
	CHIZURU ONODERA
	TAKUYA MATSUDA
	KAZUKI KOBAYASHI
	YU HAMANO
MUSIC	
all composed	NOBUO UEMATSU
all words	HIRONOBU SAKAGUCHI
arrangers	SATOSHI HEMMI
	HIROYUKI NAKAYAMA
recording engineer	TAKASHI SASAKI
(Sony Music Studios Tokyo)	
assistant engineers	MOTOHIRO NOGUCHI
(Sony Music Studios Tokyo)	SEIJI ITABASHI
(Sony Music Studios Tokyo)	AKITOMO TAKAKUWA
(Victor Studio)	SHUNSUKE SHIBUSAWA
(Sound City)	
Jo-ko-Ke-ta	
(Sound Arts)	
recording coordinator	TAKAYOSHI IKEDA
(Voice & Heart)	
recording director	YOSHIAKI ISHIWATA
(Voice & Heart)	
assistant producer	KAZUKI ADACHI
(Aniplex)	

producers	SOICHIRO SANO
(Aniplex)	
JIRO AMBE	
(Voice & Heart)	
RECORDING	
voice recording engineer	YASUHIKO MIYASAKA
studio booking manager	IZUMI ARAI
voice recording directors	YUKA SASAKI
	HIROKI SATO
voice recording supervisor	MASAYA HOJO
voice recording producer	MANABU SAITO
voice recording assistant producer	SHINTARO ODA
SOUND EFFECTS	
sound design manager	YUKIFUMI MAKINO
sound effects	YASUFUMI FUKUDA
	HIDEAKI MIYAMOTO
	YASUAKI MATSUMOTO
mixing engineers	MASAO KIYOTA
	TOSHIHIRO HAYANO
	YOSHIJI KOBAYASHI
assistant sound creator	SHINYA SAMESHIMA
CG CINEMATICS BY ROBOT	
producer	MIKITAKA KURASAWA
technical supervisor	IKUO NISHII
production manager	JUNJI KAWAGUCHI
STORYBOARD UNIT UFO TABLE	
storyboard producer	HIKARU KONDO
chief storyboard assist	KATSUMI TERAHIGASHI
storyboard production manager	HITOMI ODASHIMA
storyreel editor	YASUYUKI FUJII
production manager	TADASUKE KIYOYAMA
COMPUTER GRAPHICS UNIT SHIROGUMI INC.	
producer/animation supervisor	YOUICHI OGAWAI
CG director	YOSHIHIRO KOMORI
sequence CG directors	NAOTO TAKAHASHI
	MANABU KOIKE
chief CG artists	SHINYA OHASHI
	YUUTA HATSUSHIKA
	YUI SUZUKI
	DAISUKE SHIONOYA
CG artists	NORIAKI SAKA
	MASAYOSHI YAMANE
	SUNG UI FANG
	TOMOAKI KAJIKAWA
	IKUMI MINAGAWA
	YUTARO KISHIKAWA
	TAKAHITO ASAKINO
	YUTA SUKEGAWA
	MASAHIRO YASUDA
	YUU HOSHI
	TETSUO MAEDA
	AYAKO SHIGEISHI
	RIEKO YAMAMOTO
	KIM JUNG HYO
	ASUKA ONO
	KONOMI WATANABE
	TAKAAKI OKAMURA
	TOMOHIRO KUROKAWA
	SHINJI TANAKA
	TAKASHI KIKUCHI
	RYUUJI HIDA
production manager	MAYU OMATA
CG support artists	KAZUHIKO TAKAHASHI
	NORITARO SHINOZAKI
	TSUKASA SAKAMOTO
	NATSUMI HANEISHI
promotion movie CG director	RYUICHI YAGI
promotion movie CG artists	YOSHINORI TAGAWA
	TAKEYUKI SUZUKI
	SACHIKO YOSHINO
	MASANORI NUMAGUCHI
	MIZUKI TATSUNO
software development	MASARU KUBOTA
system management	MASARU SUZUKI
	RYUJI SUGIYAMA
CG artist	UTAKO KOMORI

JET STUDIO INC.

CG producer	TOMONORI KUBOKAWA
CG director	SATOSHI MOCHIZUKI
CG animators	ATSUSHI INOUE
	YASUYUKI BANDAI
	HIDEKI ITOU
CG background sets	TOMOHISA ODA
CG artist	MITSUGU ISHII

LIVE COMPANY LTD.

CG director	HIROMITSU KOHSAKA
CG artists	SEI ITO
	GORO TOKUDA
	SHINNOSUKE TOHMA
	HIROYUKI MITOMO
	TOGASHI YOSHIFUMI
	TAKAYUKI HATAMA
	TAKASHI TERASAWA
	MASAYOSHI SHIGYO

"SUNNY GAPEN., LTD."

chief CG artist	TETSUYA KITAGAWA
CG artist	YOSHIYUKI ODAJIMA
lead CG artist	KAIHEI HAYANO

PRINT

dtp director	MASASHI NAGAKURA
dtp designer	AKI YOKOYAMA
manual writer	OSAMU NAKAZATO

TEST

test manager	ROBERT LAMB
test lead	HIDEAKI MATSUOKA
	KOJI OTA
	MASATO SASAKI
	SAKIKO KANO
	MIYUKI SAKATA
	CHRIS HIND
	MIHO HORIUCHI
	TONY CHU, JR
assistant test leads	MANABU ENDO
	TAKAMI KURAMOCHI
sde / test engineers	TOMOKO FUKUI
	YOICHIRO KATAOKA

MICROSOFT GAME STUDIOS

group senior manager	ANDREW FLAVELL
development leads	TOMOYUKI HOSHI
	JUNYA SHIMODA
art leads	KENTARO YOSHIDA
	KOJI KUBO
game design manager	YUKIO FUTATSUGI
game design leads	KATSUHIKO YAMADA
	HIROYUKI TSUNODA
	YASUTAKE NAKAYAMA
group senior manager	RICHARD NEWMAN
audio director	YOSHIKAZU KAMATA
user research manager	DENNIS WIXON
user research lead	KEVIN KEEKER
user research engineers	HIROKO NAKATA
	DANNIEL GUNN
	JUN KIM
user research assistant	NATSUKO NOZAWA
tnt engineers	JON BURNS
	ANNA SWEET
content publishing manager	LAURA HAMILTON
content editor	JEYEN BARHAM-KAIEL
document design lead	JEANNIE VOIRIN-GERDE
senior business manager	ALFRED TAN
assistant business manager	EIICHIRO KOJIMA
localization program managers	MASAKI AKAHANE
	YUMIKO MURPHY
administrative assistants	YUKO KUSAKABE
	TAKAKO ONODERA
translators	EDGAR COOKE
	MIHO MURANO
	YUMIKO ESHIMA
	KOKI TAKEDA
operations engineer	GRAHAM BELL
asset management	TAKESHI KONO
program managers	TSUTOMU UCHIDA
	TOSHIHARU TANGE
	ISAO MURAYAMA
	MICKY YAMAGUCHI

MICROSOFT

general manager	TAKASHI SENSUI
group product manager	JOJI SAKAGUCHI
senior product manager	MAIKO HATA
ethics and cero managers	ATSUSHI UNO
	TAKASHI KOGURE
print production specialists	FUMIO YANAGIDA
	EIICHI OGAWA
group product manager	RAJA SUBRAMONI
global product manager	HEES KYUNG
xbox release manager	WILLIAM BACON
account manager	MINAKO KODAMA
testers	NOBORU NARIGASAWA
	TEPPEI KOIKE
	SHINYA UTSUMI
	CHIKA KAMEYA
	RIE INAMOTO
	MITSURU YOSHIKAWA
	YOSUKE FUJIWARA
	HARUKI KOMIYAMA
	MAKOTO NAKAMURA
	YUTAKA USHIKUBO
	YUKI TOYA
	MASATERU YAEO
	KEI SETOGUCHI
	SHIHO TAKIMOTO
	NAOHITO SHIMOHATA
	TOMOYA OKADA
	YUKI KOMABA
	KEIICHIRO MIKADO
	KAZUMI ITO
	KOTA MACHIYA
	SHINPEI KURIHARA
	TOMOAKI SATO
	YUKI HASHIMOTO
	NORIYOSHI SATO
	AYAKO SEKIGUCHI
	JUNICHI SOEDA
	MUNEO NUKAGA
	JUN TAKEMOTO
	YOSHITERU NISHIKAWA
	YUSUKE NONAKA
	YOHEI OSANAMI
	KEIKO MORISHITA
	TAKAHIRO MURATA
	YOSHIYUKI OOTAWA
	RYOSUKE MAKABE
	MASAKI MORI
	NORIMASA KASAI
	AKIRA MATSUDA
	AKIHIRO SAGAWA
	MASARU TAKEYOSHI
	DAISUKE NOGUCHI
	HIDEKI SUGIMOTO
	DAISUKE SUNAMORI
	YUTA YOKOO
	KENTARO NAMIKI
	TOSHIYUKI EMOTO
	MASAMI OBAYASHI
	RYO OOKAWA
	TOSHIYA OKAMOTO
	HIROKI KITSUYA
	KENJI MORI
	HISAHUMI NISHIHARA
	JUNSUKE MISAWA
	MIYUKI OOYAMA
	RYUSUKE YAMANAKA
	TAKEHIRO SAITO
	TATSUNARI YAMAMOTO
	YASUO SUZUKI
	ATSUYUKI WAKABAYASHI
	KAORU NAKAYAMA
	NAOKI UEDA

SPECIAL THANKS

	ALEXANDER O. SMITH
	NAOKO MULDOWNEY
	KEIKO A. JAFFUEL
	YOSHIHIRO MARUYAMA
	KENTARO KAWAI
	WATARU MATSUOKA
	DAISUKE FUJIMOTO
	HIDEHIKO SAKURAI
	ATSUHIKO SUZAKI
	TAKAHIRO ASAHI
	SOKICHI SHIMOOKA
	YUSUKE TERATANI
	NOBUKO IZUMIDA
	KIMIE INAGI
	JUNICHI YANAGIHARA
	HIROKO MARCINKOWSKI
	TERUKO SASAKI
	AKIRA FUJII
	MITSUTOSHI OZAKI
	DAISUKE FUKUGAWA
	TOMOYOSHI SAKAGUCHI
	SATO LAURA MICHELE
	RARALIO
	TADAO TORISHIMA
	KENJI NAKAMURA
	KEIKO MIYAKODA
	KIYOTAKA KAWASAKI
	JUNKO SAKURAI
	MASAKATSU YAMAGUCHI
	HIROSHI HIRAGA
	HIROTSUGU KOBAYASHI
	KIYOSHI MIYAGI
	JUNICHI OHTA
	TETSUYA NAKAMURA
	SATOSHI TAKEDA
	KENICHI HARADA
	YASUHIKO MATSUO
	TOMOHIRO HAGIWARA
	NORIHIRO ADACHI
	GOSUKE SUGIMURA
	NOBUYUKI MARUYAMA
	HIROYUKI KAWAGUCHI
	MASAYA AMANO
	TETSUYA TAKAHASHI
	TADAYUKI HOSHINO
	NAOKI MATSUMOTO
	NAOTO NAKAGAWA
	MICHIO OKAMIYA
	MASAKATSU TAMURA
	MASAAKI AMANO
	TAKEHIRO KAMINAGAYOSHI

MICROSOFT GAME TECHNOLOGY GROUP

" ETERNITY "
vocals performed by IAN GILLAN
(IAN GILLAN appears courtesy of immergent Records)

" WATASHI NO MIZU TO SORA "
" HAPPY BIRTHDAY "
vocals : AYAKO KAWASUMI

" BAD BUT BAT "
vocals : ETSUKO KOZAKURA